



POCKET* PROGRAM GUIDE

*Pocket sizes may vary. We recommend using really, *really* big ones.

Table of Contents

Welcome to the 23 rd Dragon*Con!	3
Vital Information	4
Important Notes	4
Courtesy Buses	4
MARTA Schedule	5
Hours of Operation	5
Special Events	5
Fan Tracks Information and Room Locations	6
Other Important Room Locations	7
Hotel Floor Level Reference	7
Fan Track Programming	
Main Programming (MAIN)	8
Friday	8
Saturday	8
Sunday	9
Monday	10
Alternate History (ALT) <NEW>	10
American Sci-Fi Classics (CLSF)	11
American Sci-Fi Media (AMSF)	12
Animation (TOON)	13
Anime/Manga (ANIME)	14
Anne McCaffery's Worlds (WEYR)	15
Apocalypse Rising (AR)	16
Art Show Programming (ART)	17
Autograph Sessions (AUTO)	18
British Sci-Fi Media (BRIT)	18
Comics and Pop Art (COMX)	20
Costuming (CSTM)	21
Dark Fantasy/Horror/Romance (DFH)	22
Electronic Frontiers Forum (EFF)	23
Filking (FILK)	24
Gaming Programming (GAME)	25
Independent Film & Festival (FILM)	25
Live Concerts: Concerts (LIVE)	27
Live Performances: Concourse (CONC)	27

MMORPGs (MMO)	28
Podcasting (POD)	29
Reading Sessions (READ)	30
Robert Jordan's Wheel of Time (WOT)	31
Robotics (ROBOT)	32
Sci-Fi & Fantasy Literature (SFLIT)	32
Science (SCI)	34
Silk Road: Asian Cinema & Culture (SILK)	35
Skeptics (SKEP)	37
Space (SPACE)	38
Star Trek: TrekTrak (TREK)	39
Star Wars (SW)	40
StarGate Multiverse (SGM)	41
Tolkien's Middle Earth (TOLK)	43
Whedon Universe (WU)	44
Writer's Track (WRIT)	44
Writers' Workshops (WWS) <NEW>	46
X-Track (X)	46
Young Adult Literature (YA)	48
Gaming Schedule	50
National Decision Making Game	50
Board Gaming	51
Collectible Card Games (CCG)	53
Live Action Role Playing (LARP)	56
Digital Gaming	57
Miniatures	57
Role Playing Games (Non-Campaign)	61
Role Playing Games (Campaign)	71
Guests Alphabetical Listing	74

Located in the Pull-Out Section between pages 42 & 43:

Quick References	PullOut-1
Schedule Grids	
Friday	PullOut-2
Saturday	PullOut-6
Sunday	PullOut-11
Monday	PullOut-16
DC*TV Schedule	PullOut-19
Film Festival Schedule	PullOut-20
Walk of Fame	PullOut-22
Dealers Tables	PullOut-24
Exhibitors Booths	PullOut-26
Comics Artists Alley	PullOut-28
Art Show: Participating Artists	PullOut-30
Hyatt Regency Hotel Map	PullOut-32
Hyatt: Ballroom Level	PullOut-33
Hyatt: International Level	PullOut-34
Hyatt: Exhibit Level	PullOut-35
Hyatt: Conference Level	PullOut-36
Hyatt: Embassy Hall	PullOut-37
Marriott Marquis Hotel Map	PullOut-38
Marriott: International Level	PullOut-39
Marriott: Marquis Level	PullOut-40
Marriott: Lobby Level	PullOut-41
Marriott: Atrium Level	PullOut-42
Hilton: Lower Level	PullOut-43
Hilton: First Floor	PullOut-44
Hilton: Second Floor	PullOut-45
Hilton: Third Floor	PullOut-46
Hilton: Forth Floor	PullOut-47
Sheraton: Hotel Map	PullOut-48
Sheraton: First Floor	PullOut-49
Sheraton: Second Floor	PullOut-50
Sheraton: Third Floor	PullOut-51
Downtown Atlanta Map	PullOut-52

Welcome to the 23rd Dragon*Con!



I am beginning to sound redundant when I write this letter every year. Again we have more guests, more hotels, more tracks, more space, more fans and more fun than ever. More hotels give us more space. More space means more guests. More guests give us more programming, and more programming means more entertainment and more fans and fun. We have so much programming in fact that we are starting the programming early, at 10:00 am on Friday morning.

Speaking of guests, we seem to have quite the line up this year. While the number of guests has topped 500, the quality of our guests is better than ever. I want to remind all of you fans to please respect the privacy of our guests and stars. Allow them to enjoy their Dragon*Con experience too! They will be available for autographs in the Walk of Fame, not on the convention floor or hotel restaurants.

This year, the newly renovated Atlanta Hilton is front and center. The lobby is more open and more inviting than ever. Add in the new bridge between the Hilton and the Marriott and you have a Dragon*Con venue we should be able to enjoy for years.

Because of our new larger space, we have upgraded a number of events and departments within the convention. If you are reading this, you have probably already found that registration has now been moved to the Sheraton. The Sheraton will also now have a number of the fan tables as will the Hyatt. The Band tables have moved to the Marriott. Comic Artist Alley has been moved from the halls of the Marriott to the Grand Hall East in the Hyatt. They will now be combining with the Dragon*Con Art Show in Grand Hall West.

For you Steam Punk fans, we have added an Alternative History track this year, which will be in the Piedmont room of the Hyatt.

I would like to thank our sponsors, Comcast, *Vampire Diaries*, and Subway.

They will be providing advertizing and prize support for a number of our events and some of our tracks. *Vampire Diaries* has provided mugs for the first 500 blood donors at the Blood Drive.

This year's charity is the Georgia Chapter of the Alzheimer's Association.

For dance fans, we are attempting to enter the Guinness Book of World Records™ for the most people simultaneously dancing to Michael Jackson's *Thriller*. Sign up is outside of registration at the Sheraton.

Saturday, September 5, from 7:30 pm–11:00 pm, will be Dragon*Con night at the Georgia Aquarium. The Aquarium is set up to sell discounted tickets, in the Sheraton, outside of Registration.

Because everyone cannot always get into some of the more popular events, we are going to live broadcast some of the events from the Centennial Ballroom on Dragon*Con TV. We will also be videotaping some of the events in the Atrium Ballroom for later broadcast on Dragon*Con television. Please see the schedule in this pocket program.

Getting accurate information to you is important to us. The *Daily Dragon*, published Thursday through Monday morning and distributed at the Information Booths will reflect the inevitable scheduling changes and information. Also check the Information Booths, located in each hotel, where our staff is available to answer questions.

On behalf of our 1800 member volunteer staff, we wish you a wonderful Dragon*Con experience.

Pat Henry

Chairman

Vital Information

IMPORTANT NOTES

All Hotel Bars Closing Early

As per Georgia regulations, all of the hotel bars will be closing on Saturday, September 5, 2009 at 12:00 midnight (Sunday morning).

Daily Dragon

The *Daily Dragon* will be available each day of the convention at the Information Booths, Registration Desk, and in the Fan Track rooms. The *Daily Dragon* covers schedule changes as well as publishes articles, and party announcements, so be sure to pick one up today! Don't worry if you can't find one, there's an online version that is regularly updated throughout the convention at: dailydragon.dragoncon.org.

D*CTV: Live Broadcasts and Brand New Morning Show!

Dragon*Con will again be presenting many of the more popular panels LIVE on DC*TV! And because there's just too much to do at once, we will also be presenting many panels on tape delay! The following symbols will be seen throughout the Pocket Program to denote those events:

[DCTV LIVE] Played LIVE on DC*TV

[DCTV DELAY] Played on delay on DC*TV, play times will be noted in the DC*TV Schedule.

Brand new this year, DC*TV presents *The Dragon*Con Late Show*, broadcast LIVE every morning at 9:00 am on DC*TV!

The channels for DC*TV are:

Hyatt Regency: 41
Marriott Marquis: 42
Hilton Atlanta: 14
Sheraton Atlanta: 74 or 76

Full DC*TV schedule listed on page 19 of the pull-out section in the middle of the book! So sit back, and watch from the comfort of your room!

Large Room Capacity Policy

All event and program rooms have *limited capacity* as set by the Fire Marshal. Even though your badge is needed to get into all events, it does not guarantee you access to any event if the room has reached its capacity. *Additionally, large ballrooms will be cleared in between panels.*

No Photography & NEW Photo Areas

As has been the case for several years, there will be NO photography or video taping allowed in the hallways and common areas outside the Regency and Centennial Ballrooms on Friday, Saturday, and Sunday evening from 8:00 pm until 12:00 midnight.

However, this year, we have set up FOUR photo op areas for those of you in costumes wishing to have your pictures taken! The first is located at the Hyatt Regency hotel in Chicago AB, and will be available between 9:00 pm and 1:00 am each night. The second area is located on the Marquis level of the Marriott Marquis hotel, near the Marquis Ballroom B, and will be available during regular convention hours. The third area is located at the Hilton Atlanta hotel in Room 308. *Please note*, this room is subject to use by the Press, and may not always be available. And the fourth location is at the Sheraton Atlanta located on the 3rd floor near the Piedmont Room, and will be available during regular convention hours. All locations are marked on the mini-maps in the pull-out section of this book.

Pre-Recorded and Copyrighted Music Policy

It is the policy of Dragon*Con not to allow any pre-recorded music or copyrighted music to be played in the convention areas without written permission from the copyright holder, unless you are the recording artist/band or copyright holder. Violations of this policy will not be tolerated.

Weapons Policy

All weapons must be non-working and peace bound. No functioning projectile weapons, including water pistols, silly-string guns, and ping-pong pistols. Bladed weapons must be cased or sheathed at all times. Please check with Security in Room 222 of the Hyatt Regency if you need clarification on this policy, or if you are unsure about the status of your props.

BUS SCHEDULES

Courtesy Bus Schedule

One to two buses will run between the various sites during Dragon*Con. The buses run *approximately* every 30-45 minutes and have Dragon*Con signs in the window. All of the buses are handicap accessible and travel to the following convention sites (though not necessarily in this order.)

Brand new this year, we have added an EXPRESS BUS! This bus will travel between the four host hotels only and are listed as Bus C on the schedule below.

PLEASE NOTE: The courtesy buses will pick up and drop off at these locations ONLY:

Hyatt Regency (at the southwest corner of the Hyatt at Harris St. and Peachtree Rd.) **NOTE:** this stop is for those in wheelchairs only. All others should use the Marriott/Hyatt stop.

Marriott/Hyatt (on Peachtree Center Ave. in front of the Marriott)

Atlanta Hilton (on the northeast corner of Baker and Courtland)

Sheraton Atlanta Hotel (on Courtland St. in front of the hotel)

Westin-Peachtree Hotel (on Andrew Young International Blvd. across the street from the hotel's side entrance)

Baymont Suites/Wyndham Garden Hotel (on Piedmont Ave. directly in front of each hotel)

Days Inn (on Baker St. at the front entrance to the hotel)

Hampton Inn & Suites (on the southwest corner of Williams St. and Spring St.)

Renaissance Atlanta (on West Peachtree St. in front of the hotel)

The courtesy buses will run according to the following schedule:

Friday:

Bus A 9:00 am–3:00 am
Bus B 10:00 am–8:00 pm
Bus C 10:00 am–12:00 am

Saturday & Sunday:

Bus A 8:00 am–3:00 am
Bus B 9:00 am–8:00 pm
Bus C 9:00 am–12:00 am

Monday:

Bus A 8:00 am–6:00 pm
Bus B 9:00 am–5:00 pm
Bus C 9:00 am–5:00 pm

PARADE SHUTTLE: On Saturday, September 5, 2009, there will be an additional bus running from 8:00 am until 9:30 pm for those marching in the parade. Pick-up will be at the Marriott Marquis driveway location, and drop off at Woodruff Park.

GEORGIA AQUARIUM SHUTTLE: On Saturday, September 5, 2009, there will be an additional bus running from 6:30 pm until 12:00 am for those going to Dragon*Con Invades the Georgia Aquarium. Pick-up will be at the host hotel stops, and will drop off in front of the Aquarium.

Marta Bus Schedule

Marta buses and trains operate according to the following schedule:

Monday-Friday:	5:00 am–1:00 am
Weekends/Holidays:	5:00 am–12:30 am

For more information on bus routes and train stops, go to: www.itsmarta.com.

HOURS OF OPERATION

2009 Parade Sign Up

Sign up for the Parade will be located near Convention Registration at Georgia Hall in the Sheraton Atlanta Hotel. Sign up times are:

Thursday:	4:00 pm–9:00 pm
Friday:	9:30 am–9:00 pm

Art Show

The Art Show will be located at the Hyatt Regency in the Grand Hall West, and open during the following hours:

Friday:	1:00 pm–8:00 pm
Saturday/Sunday:	10:00 am–8:00 pm
Monday:	10:00 am–4:00 pm

Blood Drive

The Blood Drive will be located at the Marriott Marquis on the Atrium level in room A701-A702, and open during the following hours:

Thursday:	11:00 am–10:00 pm
Friday-Monday:	10:00 am–7:00 pm

Charity Auction Donation Booth

The Charity Auction Booth will be located at the Marriott Marquis at the Marquis Ballroom Registration Booth. They will be accepting donations during the following times:

Friday/Saturday:	9:00 am–7:00 pm
------------------	-----------------

Childcare

Discovery Point will be handling our childcare this year and will be located at the Sheraton in the Macon room. Children must be potty trained (no diapers), between 18 months and 7 years of age, and have a full price badge. Childcare hours are:

Friday:	1:00 pm–7:00 pm
Saturday/Sunday:	10:00 am–7:00 pm
Monday:	10:00 am–5:00 pm

Comics Artists Alley

Comics Artists Alley will be located at the Hyatt Regency in the Grand Hall East, and open during the following hours:

Friday:	1:00 pm–7:00 pm
Saturday/Sunday:	10:00 am–7:00 pm
Monday:	10:00 am–5:00 pm

Dealers/Exhibitors Halls

Dealers and Exhibitor Halls are Located in the Marriott Marquis. The Dealers Room will be on the Exhibition level in International Hall South, while the Exhibitor Halls will be located on the Marquis level in the Imperial and Marquis Ballrooms. Their hours are:

Friday:	1:00 pm–7:00 pm
Saturday/Sunday:	10:00 am–7:00 pm
Monday:	10:00 am–5:00 pm

Disability Services

Disability Services will be located outside Convention Registration at Georgia Hall in the Sheraton Atlanta Hotel. Their hours are:

Thursday:	4:00 pm–10:00 pm
Friday-Sunday:	8:00 pm–8:00 pm
Monday:	8:00 am–2:00 pm

Information Booths

Information Booths will be available in each of the four main hotels (marked on the mini-maps in the pull-out section of this booklet), and open during the following hours:

<i>Hyatt Regency/Marriott Marquis</i>	
Friday-Sunday:	9:00 am–10:00 pm
Monday:	9:00 am–5:00 pm
<i>Atlanta Hilton</i>	
Friday-Sunday:	10:00 am–8:00 pm
Monday:	10:00 am–5:00 pm
<i>Sheraton Atlanta</i>	
Friday-Sunday:	9:00 am–8:00 pm
Monday:	9:00 am–5:00 pm

Masquerade Registration

Registration for the Masquerade will be available during the con at the Contest Registration Desk located outside the Centennial Ballroom in the Hyatt Regency, and open during the following hours:

Friday/Saturday:	10:00 am–5:00 pm
Sunday:	10:00 am–3:00 pm

Registration

Registration will be located at the Sheraton Atlanta Hotel in Georgia Hall, and open during the following hours:

Thursday:	4:00 pm–10:00 pm
Friday-Sunday:	8:00 am–11:00 pm
Monday:	8:00 am–5:00 pm

Walk of Fame

The Walk of Fame will be located in the Grand Ballroom at the Atlanta Hilton. Walk of Fame hours are:

Friday:	1:00 pm–7:00 pm
Saturday/Sunday:	10:00 am–7:00 pm
Monday:	10:00 am–5:00 pm

SPECIAL EVENTS

Dragon*Con Invades the Georgia Aquarium

Saturday, September 5, 2009, 7:30pm–11:30 pm; \$17.00 in Advance, \$20.00 at the Door

- ★ Nandi, the FIRST manta ray in the USA
- ★ Titanic Aquatic: See artifacts from the wreckage, assume the role of a real passenger and see if you live or die (\$8.00 extra)
- ★ Cash Bars Open until 10:30 pm
- ★ Food Court Open until 11:00 pm
- ★ Shuttle Bus Available
- ★ And so much more!



The Aquarium will have a table set up outside of Convention Registration for those wishing to pre-register at the convention. **ATTENTION:** The 7:30 pm Admission time is SOLD OUT! Limited quantities remain in the 8:00 pm and 8:30 pm admissions times, get yours today at www.georgiaaquarium.org/dragoncon!

Hallway Costume Contest

Contest staff will be roaming the halls of all venues with digital cameras, taking pictures of those folks who are too shy to get up on stage in the Masquerade. Pictures will also be taken at the Contest Registration table in front of the Centennial Ballroom in the Hyatt Regency on Friday and Saturday from 10:00am–5:00 pm. You may purchase a copy of your official entry picture for \$10.00 with the proceeds going to this year's Dragon*Con charity.

Special Events (cont.)



Dragon*Con World Record Attempt for Thriller!

Ever wanted to dance to Michael Jackson's *Thriller* with several hundred of your closest friends?

Then have we got the place for you! Join us as Dragon*Con attempts to break the World Record for the number of dancers simultaneously dancing to Michael Jackson's *Thriller*! But we can't do this without the participation of our Dragon*Con family. To make this a success we need EVERYONE! We need stormtroopers, fairies, vampires, pirates, klingons, superheroes, and most certainly zombies!

Sign up for this special event will be outside Convention Registration at Georgia Hall in the Sheraton Atlanta Hotel. Their hours are:

Thursday:	4:00 pm–10:00 pm
Friday-Saturday:	8:00 am–11:00 pm
Sunday:	8:00 am–3:00 pm

Lavapalooza 2009 Presented by Trader Vic's at the Hilton Atlanta Hotel

The highly anticipated return of the best luau-style charity event is finally here! Lavapalooza, now in its third year, is the place to enjoy great Polynesian food, island cocktails, live entertainment, and do it all for a charitable cause! With live hula dancing, must, and the world-famous Trader Vic's Mai Tai this even is jam-packed with entertainment.

Saturday, September 5, 2009; 1:00 pm–7:00 pm; Tickets: \$20 in Advance, \$25 at the Door, Hilton Guests will receive free admission, Additional food/drink tickets \$5/each; All proceeds benefit the Atlanta Community Food Bank.

Marvel Comics™ Super Heroes at Zoo Atlanta

See Spider-Man™, Wolverine™, Storm™ and Green Goblin™ at Zoo Atlanta! The legendary Marvel Comics™ characters perform in six live-action shows.

Schmooze with the Super Heroes, but don't miss the rest of the zoo, including...

- ★ Hand-feed hundreds of birds in Boundless Budgies: A Parakeet Adventure!
- ★ Don't miss Xi Lan, the Southeast's only giant panda cub.

*Marvel Comics™ Show Times: September 5–7, 2009; 11:00 am and 2:00 pm; Tickets: Tickets: \$20.99, with your Dragon*Con badge, which includes Zoo admission and all Super Heroes Weekend special activities. Costumes are welcome!*

Fan Track Information and Room Locations

Here's an overview of our Fan Tracks, along with their locations at the convention. Please note that some Fan Track panels may be shifted to bigger rooms in MAIN programming to accommodate the larger crowds. In the descriptions, rooms marked with an [H] are in the Hyatt, an [M] are in the Marriott, an [HIL] are in the Atlanta Hilton, and with an [S] are at the Sheraton Atlanta.

Alternate History <NEW>

Code: (ALT)

Location: Piedmont, Hyatt Regency: Conference Level

American Sci-Fi Classics

Code: (CLSF)

Location: A703, Marriott Marquis, Atrium Level

American Sci-Fi Media

Code: (AMSF)

Location: A704, Marriott Marquis, Atrium Level

Animation

Code: (TOON)

Location: Baker, Hyatt Regency: Conference Level

Anime/Manga

Code: (ANIME)

Location: Courtland, Hyatt Regency: Conference Level

Anne McCaffery's Worlds

Code: (WEYR)

Location: Vinings, Hyatt Regency: Conference Level

Apocalypse Rising

Code: (AR)

Location: L504-505, Marriott Marquis, Lobby Level

Art Show Programming

Code: (ART)

Location: Hanover AB, Hyatt Regency: Exhibit Level

Autograph Sessions

Code: (AUTO)

Location: M301-304, Marriott Marquis, Marquis Level

British Sci-Fi Media

Code: (BRIT)

Location: Valdosta, Sheraton Atlanta, 2nd Floor

Comics and Pop Art

Code: (COMX)

Location: Hanover F, Hyatt Regency: Exhibit Level

Costuming

Code: (CSTM)

Location: M103-105, Marriott Marquis, Marquis Level

Dark Fantasy/Horror/Romance

Code: (DFH)

Location: Montreal/Vancouver/Hong Kong, Hyatt Regency: Embassy Level

Electronic Frontiers Forum

Code: (EFF)

Location: 201, Hilton Atlanta, 2nd Floor

Filking

Code: (FILK)

Location: Inman, Hyatt Regency: Conference Level

Gaming Programming

Code: (GAME)

Location: Grand Salon B, Hilton Atlanta, 2nd Floor

Independent Film & Festival

Code: (FILM)

Location: The Learning Center, Hyatt Regency:
Ballroom Level

Live Performances: Concerts

Code: (LIVE)

Location: Various, Hyatt Regency: Ballroom Level

Live Performances: Concourse

Code: (CONC)

Location: Outside the Learning Center, Hyatt
Regency: Ballroom Level

MMORPGs

Code: (MMO)

Location: Athens, Augusta, Sheraton Atlanta, 2nd
Floor

Podcasting

Code: (POD)

Location: 204, Hilton Atlanta, 2nd Floor

Reading Sessions

Code: (READ)

Location: Marietta, Roswell, University, Williams,
Hyatt Regency: Conference Level

Robert Jordan's Wheel of Time

Code: (WOT)

Location: Kennesaw Hyatt Regency: Conference
Level

Robotics

Code: (ROBOT)

Location: 208-209, Hilton Atlanta, 2nd Floor

Sci-Fi & Fantasy Literature

Code: (SFLIT)

Location: Fairlie; Greenbriar, Hyatt Regency:
Conference Level

Science

Code: (SCI)

Location: 202, Hilton Atlanta, 2nd Floor

Silk Road: Asian Cinema & Culture

Code: (SILK)

Location: L508, Marriott Marquis, Lobby Level

Skeptics

Code: (SKEP)

Location: 205-207, Hilton Atlanta, 2nd Floor

Space

Code: (SPACE)

Location: 203, Hilton Atlanta, 2nd Floor

Star Trek: TrekTrak

Code: (TREK)

Location: Savannah 1-3, Sheraton Atlanta, 2nd Floor

Star Wars

Code: (SW)

Location: Dunwoody [H]

StarGate Multiverse

Code: (SGM)

Location: A706, Marriott Marquis, Atrium Level

Tolkien's Middle Earth

Code: (TOLK)

Location: L506-507, Marriott Marquis, Lobby Level

Whedon Universe

Code: (WU)

Location: L401-403, Marriott Marquis, Lobby
Level

Writer's Track

Code: (WRIT)

Location: Manila/Singapore/Hong Kong [H]

Writers' Workshops <NEW>

Code: (WWS)

Location: Marietta, Hyatt Regency: Conference
Level; Hanover G, Hyatt Regency: Exhibit Level

X-Track

Code: (X)

Location: M106-107, Marriott Marquis, Marquis
Level

Young Adult Literature

Code: (YA)

Location: A707, Marriott Marquis, Atrium Level

OTHER IMPORTANT ROOMS

Blood Drive A701-702, Marriott Marquis
Childcare Macon, Sheraton Atlanta
Computer Gaming 309-312, Hilton Atlanta
Consuite Room 226, Hyatt Regency
Con Security Room 222, Hyatt Regency
Dealer Hall International Hall, Marriott
Dragon*Con Store ... Imperial Registration, Marriott
Exhibit Hall 1 Imperial Ballroom, Marriott
Exhibit Hall 2 Marquis Ballrooms, Marriott
RPGs (Campaign) Grand Salon CD, Hilton
RPGs (Non-Campaign) ... 301-206, Hilton Atlanta
Video Rooms Spring/Techwood, Hyatt Regency
Walk of Fame Grand Ballroom, Hilton Atlanta
War College 313-314, Hilton Atlanta

HOTEL FLOOR LEVEL REFERENCE

Note: page numbers indicate the location of the
map for that floor and are in the pullout section in
the middle of this booklet:

Hyatt: Ballroom Level:	
CONC, FILM, LIVE, MAIN	33
Hyatt: International Level:	
Dealer Room, MAIN.....	34
Hyatt: Exhibit Level:	
ART, COMX, WWS.....	35
Hyatt: Conference Level:	
Video Rooms, ALT, ANIME, FILK, READ, SFLIT, SW, TOON, WEYR, WOT, WWS.....	36
Hyatt: Embassy Hall:	
DFH, WRIT.....	37
Hyatt: 2nd Floor:	
Security, ConSuite	<i>not on maps</i>
Marriott: Marquis Level:	
D*C Store, Exhibit Halls, AUTO, CSTM, X.....	40
Marriott: Lobby Level:	
AR, SILK, TOLK, WU	41
Marriott: Atrium Level:	
Blood Drive, AMSF, CLSF, MAIN, SGW, YA	42
Hilton: Second Floor:	
Walk of Fame, EFF, GAME, POD, ROBOT, RPGs, SCI, SKEP, SPACE.....	45
Hilton: Third Floor:	
RPGs, Computer Gaming, War College.....	46
Hilton: Fourth Floor:	
LARPs.....	47
Sheraton: First Floor:	
Convention Registration.....	49
Sheraton: Second Floor:	
Childcare, BRIT, MMO, TREK.....	50
Sheraton: Third Floor:	
MAIN	51

Fan Track Programming

MAIN PROGRAMMING (MAIN)

THURSDAY

Drum Circle

Let's kick it off! Feel the rhythm! Bring your drum, get in a circle, and play. Make some noise! Thu 10:00 pm; Cent I [H]; 5.5 Hr(s)

FRIDAY

Roughly 54 Minutes and 13 Seconds with Nuts on The Road

Ken Plume and Widgett Walls have combined forces to form *Nuts on the Road*, the strange podcast/vidcast performance art surrealism puppet-infused nonsense that is more dodo than dada. K. Plume, W. Walls; Fri 10:00 am; A601-A602 [M]

Babylon 5 Guests [DCTV DELAY]

Question and answer session with some of our favorite cast members from the Emmy award winning television show *Babylon 5*. P. Jurasik, C. Christian, L. Martindale, B. Boxleitner; Fri 10:00 am; Cent II-III [H]

Vampire Diaries Extra Casting Call

Sign up to work as a paid Extra in the CW TV Series, *Vampire Diaries*. Bring a recent photograph of yourself. All ages welcome. No experience necessary. Fri 10:00 am; Reg V [H]; 2.5 Hr(s)

Snydecast and Quick Stop Entertainment

...presents a panel full of surprises, prizes, and more. Much, much more. You don't want to miss it. K. Plume, D. Snyder; Fri 11:30 am; A601-A602 [M]

A Clockwork Orange Remembered [DCTV LIVE]

Join Malcolm McDowell and David Prowse as they reminisce and answer questions about the making of this iconic film. D. Prowse, M. McDowell, T. Gowell (M); Fri 11:30 am; Cent II-III [H]

Farscape Guests

Join Virginia Hey (Zhann) and Lani John Tupu (Pilot and Crais) for a look back at *Farscape*. V. Hey, L. Tupu, T. Gowell (M); Fri 1:00 pm; A601-A602 [M]

Who The Frak Is The Real Richard Hatch?

Join Richard Hatch as he shares clips and memories from both Classic and Re-imagined *Battlestar Galactica*, a new 30th anniversary trailer, as well as his upcoming reality series. R. Hatch; Fri 1:00 pm; Intl N [H]

Animal House Remembered

Let me tell you 'bout some friends I know; They're kinda crazy but you'll dig the show. Q & A with some of our favorites from this classic film. S. Furst, K. Allen, E. DeGruy (M); Fri 1:00 pm; Intl S [H]

Crypt of Trailers

Want to know what is coming to a theater near you? We've got an hour worth of trailers for upcoming films. Bring your own popcorn. Fri 1:00 pm; Reg V [H]

Reinhardt Legacy Fight Team and Black Knight Martial Arts Sword Demo

A live sword demonstration based on the *Book of Swords* by Hank Reinhardt. Features include historical sparring, live cutting, how to cut armor, and historical discussion of weapons both east and west. N. Onsager, W. Williams; Fri 2:30 pm; Reg V [H]

Dean Haglund Improv

Join Dean Haglund and a special guest for the first of his infamous improv sessions! D. Haglund; Fri 4:00 pm; Intl S [H]

Bill Corbett Live!

Meet the writer and performer behind *MST3K*'s second incarnation of the robot Crow, and the alien all powerful but clueless 'The Observer' aka 'Brain Guy'. K. Plume, B. Corbett; Fri 4:00 pm; Reg V [H]

Costume Contest Pre-judging

All entrants for the Costume Contest must be available for pre-judging at this time. Fri 6:00 pm; A601-A602 [M]; 2.5 Hr(s)

Dragon*Con Opening Ceremonies

The Dragon hatches and we celebrate the beginning of a spectacular convention. M. Resnick, T. McPherson, L. Bujold; Fri 6:30 pm; Cent I [H]; 30 min

When Size DOES Matter...

Join these actors to talk about when physicality is a main part of the character they are playing. K. Lockhart, L. Ferrigno, K. Hodder, R. Kiel, P. Mayhew; Fri 5:30 pm; Reg VI-VII [H]

Wrestling

DCW is back!! The men and women in tights return and bringing the smack down with them. Start off your Friday night with over-the-top, testosterone-driven, professional wrestling. S. Levy, Demolition, Iron Sheik; Fri 7:00 pm; Cent II-III [H]; 4 Hr(s)

Friday Night Costuming Contest [DCTV DELAY]

It's a costume contest with an emphasis on costume. Our MC's, the Crossed Swords, look at the best the art has to offer. A photo opportunity will follow. Fri 8:30 pm; Atrium Ballroom [M]; 2.5 Hr(s)

Baen Books Book Release Party!

Featuring *Eye of the Storm* by John Ringo and *The Book of Swords* by Hank Reinhardt. Both books will be sold at the party and door prize awards. J. Ringo, T. Weisskopf, N. Onsager, W. Williams; Fri 9:00 pm; Hyatt Woodruff Suite-235; 2.5 Hr(s)

MST3K and Cinematic Titanic [DCTV DELAY]

A Cinematic Titanic presentation featuring MST3K stars Trace Beaulieu, Frank Conniff and Mary Jo Pehl. Signing to follow, same room. K. Plume, T. Beaulieu, F. Conniff, M. Pehl; Fri 8:30 pm; Reg VI-VII [H]; 4 Hr(s)

Friends of Bill W.

Fri 10:00 pm; Williams [H]

Drum Circle

Bring your drum, get in a circle, and play. A joyful time for all! Sat 12:00 am; Cent I [H]; 5.5 Hr(s)

Lloyd Kaufman Troma-tizes Dragon-con!

Celebrate Troma Entertainment's 35th Anniversary with legendary film director Lloyd Kaufman! Meet the man who helped spawn the slapstick horror. L. Kaufman, S. A. Grainger (M); Fri 11:30 pm; Intl S [H]; 2.5 Hr(s)

SATURDAY

8th Annual Dragon*Con Parade [DCTV DELAY]

Gather your costume and muster at 9:30 am sharp in Woodruff Park and join our Grand Marshals for the parade! R. Hatch, J. Wurts, C. Bach, J. Schneider; Sat 10:00 am; Woodruff Park

Crossed Swords

Swords, shields, fists and even batleth clash in this dazzling display of Hollywood-style combat. N. Harsch, M. Sakuta; Sat 11:30 am; Reg V [H]

All Alone in the Night-B5 Guests [DCTV LIVE]

Question and answer session with some of our favorite cast members from the Emmy award winning television show *Babylon 5*. S. Furst, P. Jurasik, C. Christian, L. Martindale, T. Scoggins, B. Boxleitner; Sat 1:00 pm; Cent II-III [H]

Meet Traci Lords

Question and Answer session with this versatile actress. T. Lords, K. Lockhart; Sat 1:00 pm; Hanover C-E [H]

From MST3K to Cinematic Titanic

Frank, Mary Jo and Trace answer your burning questions about *MST3K* and their new endeavors with *Cinematic Titanic*. A signing will take place directly after in the Piedmont Room. K. Plume, T. Beaulieu, F. Conniff, M. Pehl; Sat 2:30 pm; Grand Ballroom A-F [S]

Sluggy Freelance's Pete Abrams

Meet the mind behind one of fandom's favorite quirky comics. K. Lockhart, P. Abrams; Sat 4:00 pm; Intl S [H]

Cinematic Titanic Signing

T. Beaulieu, F. Conniff, M. Pehl; Sat 4:00 pm; Sheraton Piedmont Room

Spotlight on Adam Savage [DCTV DELAY]

Spend an hour with *Muthbusters'* own Adam Savage! K. Plume, A. Savage; Sat 5:30 pm; Grand Ballroom A-F [S]

Tor to Come

Join editors from Tor Books in exploring what's in the pipeline from this publisher. P. Stevens, S. Hague-Hill, H. Osborn; Sat 5:30 pm; Hanover C-E [H]

Fading of the Cries Preview

Join director, Brian Metcalf and the stars of film for a preview and discussion. T. Gowell (M); Sat 5:30 pm; Intl N [H]

Danger Woman!

The Karaoke Songbird of Justice Force Returns to Dragon*Con to sing and entertain. Join her to get the scoop on her latest exploits. Sat 5:30 pm; The Learning Center [H]

Atlanta Radio Theatre Company Presents

Our Fair City by Robert A. Heinlein, *Omnilingual* by H. Beam Piper, *Rory Rammer, Space Marshal: Enemies Within!*—an evening of amazing audio

adaptations along with another installment of one of our most popular recurring series! Sat 7:30 pm; Atrium Ballroom [M]

Dragon*Con Awards Banquet

We honor our 2009 Guests of Honor and present the Julie Award and Hank Reinhardt Fandom Award. With a performances by the Ghosts Project and Tom Smith. P. Jurasik (M); Sat 7:00 pm; Reg VI-VII [H]; 2.5 Hr(s)

Dawn 12th Anniversary Look-Alike Contest [DCTV DELAY]

Join us in celebrating the 12th anniversary of Joseph Michael Linsner's Dawn Look-Alike Contest with a \$1,000 cash First Prize. E. Hopkins, J. Linsner, A. Daniels; Sat 8:30 pm; Cent I-III [H]; 2.5 Hr(s)

Gonzo Signings

Sat 10:00 pm; Reg V [H]; 4 Hr(s)

Nuts on the Road: Gonzo Sound & Vision

Needcoffee.com and *QuickStopEntertainment.com* got live music in your film fest! And then film fest in your live music! K. Plume, J. M. Tuffley, W. Walls, D. Snyder, D. Hammer, J. Publick, T. Beaulieu, F. Conniff, M. Pehl, B. Corbett, S. Adsit, T. Gilliam, N. Innes, A. Savage; Sat 10:00 pm; Reg VI-VII [H]; 5.5 Hr(s)

Friends of Bill W.

Sat 10:00 pm; Williams [H]

Drum Circle

Bring your drum, get in a circle, and play. That's the idea! Sat 11:30 pm; Cent I [H]; 5.5 Hr(s)

Dragon*Con Cabaret

This is a salute to Vaudeville in it's heyday. Sun 12:00 am; Intl N-South [H]; 2.5 Hr(s)

SUNDAY

Robot Battles™: Microbattles Safety/Check-in

Contestant check in and safety inspection. K. Lockhart; Sun 9:00 am; Intl S [H]

Leonard Nimoy-Beyond Spock

Join Leonard Nimoy as he talks about aspects of his varied career, from directing to voice work, documentaries and his amazing photography. L. Nimoy; Sun 10:00 am; Atrium Ballroom [M]

Robot Battles™: Microbattles

Antweight and Beetleweight robots fight one-on-one in our custom arena. K. Lockhart; Sun 10:00 am; Intl S [H]; 4 Hr(s)

Charity Auction Benefiting the American Alzheimer's Association

We have lots of spectacular items to go on the block! Stop by the donation booth prior to the Auction to see some of the items, or donate your own. All proceeds will go to the Georgia Chapter of the American Alzheimer's Association. Sun 11:00 am; Reg V [H]; 5.5 Hr(s)

Cast of *Babylon 5* Q & A

Q & A with some of our favorite cast members from the Emmy award winning television show *Babylon 5*. S. Furst, J. Brown, P. Jurasik, C. Christian, T. Scoggins, B. Boxleitner; Sun 10:00 am; Reg VI-VII [H]

Crow vs. Crow

Join *MST3K* alumni Trace Beaulieu and Bill Corbett as they enlighten and entertain us with their stories of playing one of our favorite robot. K. Plume, T. Beaulieu, B. Corbett; Sun 1:00 pm; Capitol Ballroom [S]

Thriller Practice Session 1

We are attempting a World Record for Most People Dancing Thriller at the same time. Come learn the dance and fill out the official paperwork for participation. Sun 4:00 pm; Atlanta [S]

Thriller Practice Session 2

Help us with our Thriller World Record. Come learn the dance and fill out the official paperwork for participation. Sun 5:30 pm; Atlanta [S]

Thriller World Record Attempt!

Students at William and Mary College set a world record of 242 people performing the dance *Thriller*. Come help us beat that! Costumes encouraged! Go to practice sessions to fill out paperwork. Sun 7:00 pm; Grand Ballroom A-C [S]

The Art of Illustration

Join these leaders in their craft as they discuss what it takes to be a top illustrator. W. Stout, L. Elmore, D. Maitz, J. Wurts, R. Granito, B. Eggleton; Sun 7:00 pm; Hanover C-E [H]

Swords and Science Fiction

A discussion of swords and how they are used in Science Fiction stories, and if it makes sense, with experts in the field. G. Hayes, T. Weisskopf, N. Onsager, M. Williamson, W. Williams; Sun 7:00 pm; Intl N [H]

Atlanta Radio Theatre Company Presents:

The Call of C'thulhu

An original adaptation by Ron N. Butler of H. P. Lovecraft's highly influential tale of horror, *The Call of C'thulhu*. Sun 7:00 pm; Reg VI-VII [H]

Masquerade Overflow

Watch it here on the big screen, with lots of friends, or enjoy watching from the comfort of your room on DCTV. Sun 8:30 pm; Atrium Ballroom [M]; 2.5 Hr(s)

Masquerade [DCTV LIVE & DELAYED]

Dragon*Con is proud to once again present the largest and most spectacular masquerade costume contest in the known and unknown universe. P. David, V. Mignogna, G. Perez, D. Gabaldon, T. Stanley (J); Sun 8:30 pm; Cent I-III [H]; 2.5 Hr(s)

There Be Pirates, Arrrr!

Rogues, wenches, and landlubbers alike are invited to an evening of carousing and timber shivering! Live music, period dancing, free giveaway, costume contests, and more await you at the Pirate Party! Sun 10:00 pm; Intl N-South [H]

Friends of Bill W.

Sun 10:00 pm; Williams [H]

Drum Circle

Just beat it! Join in for the last Drum Circle of Dragon*Con 2009. Mon 12:00 am; Cent I [H]; 5.5 Hr(s)

Masquerade Photos

Contestants from the Masquerade will be available for photos. Sun 11:30 pm; Cent I [H]; 30 min

4th Annual Dragon*Con AMV Contest

Come watch the best AMVs submitted over the past year! Action, Drama, Romance, Comedy and Best In Show! Sun 11:30 pm; Hanover C-E [H]

AMV Videos

Come see what made the award winners from the AMV Video Contest win. Mon 1:00 am; Hanover C-E [H]

MONDAY

Robot Battles™ Safety and Check-in

Contestants need to check in before the main event starts. K. Lockhart; Mon 9:00 am; Reg VI-VII [H]

What Nightmares are Made of: Icons of Horror

Q & A with Pinhead (Doug Bradley), Jason (Kane Hodder) and Micheal Myers (Tony Moran). D. Bradley, K. Hodder, T. Moran; Mon 10:00 am; A601-A602 [M]

Robot Battles™ Competition

The 19th Annual Robot Battles™, where homemade robots battle for mechanical supremacy. K. Lockhart; Mon 11:30 am; Reg VI-VII [H]; 4 Hr(s)

Quick Sketch Contest

Join us in America's largest quick sketch competition for the discovery of new talent, with prizes for individual character and best comic page. B. Coughlin, D. Vasquez, R. Martinez; Mon 11:30 am; The Learning Center [H]

Closing Ceremonies

The end to another fabulous Dragon*Con! Join Chairman, Pat Henry, for his closing remarks and some photos from this years convention. Mon 4:00 pm; Reg V [H]

ALTERNATE HISTORY (ALT) *NEW!

FRIDAY

A Time-Traveller's Guide to the Alternate History Track

The AHT track staff welcomes you to the first year of our programming at Dragon*Con! Fri 11:30 am; Piedmont [H]

Steampunk Overview and On-Line Retro Futurism

Learn about steampunk as revealed in film, literature, fashion, and props, along with what online resources can help bring your visions to life. C. Priest, G. D. Falksen; Fri 1:00 pm; Piedmont [H]

GeneCo Wants You for the Repo! The Genetic Opera Panel

Organ repo men? Paris Hilton? Opera? Victoriana? Come discuss one of the most unique films of the last few years with other fans...and insiders! Fri 2:30 pm; Piedmont [H]

Steampunk Maker's Panel

Meet the makers of fabulous steampunk props and contraptions. D. A. A. Steinberger, G. D. Falksen; Fri 4:00 pm; Piedmont [H]; 2.5 Hr(s)

Time Travelers Ball

Wear your finest anachronistic fashion and dance the night away. A parade of steampunk fashion presented by Berit New York will kick off the evening. DJ Catt Ninetails, G. D. Falksen; Fri 10:00 pm; Hanover C-E [H]; 2.5 Hr(s)

SATURDAY

Almost High Noon-An Exploration of the Weird West

A discussion of the American Wild West as portrayed in speculative fiction, film, and television. C. Priest; Sat 11:30 am; Piedmont [H]

The Deadliest Warrior: Dragon*Con Edition

Pirate vs. Ninja? You may not ever find out the answer to this eternal question, but come discuss Spike TV's latest historically-based action hit. E. Flint, S. M. Stirling; Sat 1:00 pm; Piedmont [H]

Farby Fashion and Misguided History: History Goes to the Movies

An exploration of the erroneous ways that filmmakers and actors have brought history to life, and possibly, discussion of some who've got it right! W. Vansant, K. Hinds; Sat 2:30 pm; Piedmont [H]

An Hour With Diana Gabaldon

The talented author of the bestselling, genre-busting, time-traveling Outlander series talks about her past work, and the upcoming new installment. D. Gabaldon; Sat 4:00 pm; Piedmont [H]

Alternate History Classics

A look at the periods that are extensively covered in the literature and why these eras are popular, with emphasis on the works of Stirling and Flint. J. Oliver, E. Flint, S. M. Stirling, G. D. Falksen; Sat 5:30 pm; Piedmont [H]

Rule, Victoria: Mother of All Genres

Victorian literature and its influence on science fiction, steampunk, romance and other modern literature. T. Trent; Sat 7:00 pm; Piedmont [H]

Lost In Translation: The League of Extraordinary Gentlemen

An exploration of Alan Moore's groundbreaking series of graphic novels, and how the film failed to live up to the hype. Sat 8:30 pm; Piedmont [H]

Anachronistic and Retro-Futuristic Music Panel

An exploration of the various styles of steampunk, anachronistic, and retro-futuristic music. The second hour includes a demonstration and sing-along. Sat 10:00 pm; Piedmont [H]; 2.5 Hr(s)

SUNDAY

Steampunk Ladies Sewing Circle and Tea Swap (Gentlemen Welcome!)

Bring your stitchery projects to the first annual Dragon*Con Sewing Circle. Historical fiber arts will be discussed. Also, bring tea bags to swap! Sun 10:00 am; Piedmont [H]

Sharp-Dressed Men: A Gentleman's Guide to Retro-Futuristic Fashion

An overview of historical men's fashion from the Victorian to the Edwardian, and discussion on how to use some of these ideas in today's wardrobe. G. D. Falksen; Sun 11:30 am; Piedmont [H]

Time Rovers vs. Jack the Ripper: An Hour with Jana Oliver

Come discuss the Time Rovers series, Jack the Ripper, and Victorian London with author Jana Oliver. J. Oliver; Sun 1:00 pm; Piedmont [H]

So, You Want to be a Living Historian?

Representatives of reenacting groups and the SCA talk about what it's really like to get out there and see history first-hand. Sun 2:30 pm; Piedmont [H]

Sherlock Holmes-Does The Franchise Really Need a Reboot?

A discussion of the upcoming Sherlock Holmes film led by Carole Nelson Douglas, author of the Irene Adler mystery series. J. Oliver, V. Plexico, C. Douglas; Sun 4:00 pm; Piedmont [H]

The Myth and Reality of Pirates

Representatives from pirate reenacting groups and historians will regale ye with tales of buccaneers. Some of them arrrrrrr true! K. Hinds, E. Flint, J. Bastian; Sun 5:30 pm; Piedmont [H]

Steampunk Costuming with Outland Armour

The H. M. S. Amaranth discuss building and design in the steampunk genre. Get tips on costumes, props, construction source materials, and designs. Sun 7:00 pm; Piedmont [H]

The Grand and Glorious Airship Pirate and Raconteur Competition

Airship pirate crews and storytellers are invited to strut their stuff in front of our judges to become champions of the Alternate History Track! Sun 8:30 pm; Piedmont [H]

MONDAY

Broad Universe Rapid Fire Reading-Time Travel

Various authors read from their works at a dizzying pace; the theme-time travel. Mon 11:30 am; Piedmont [H]

Ancestorcide, Paradox, and Navigating the Multiverse...

Common pitfalls of time travel, and how to avoid them. A lighthearted look at time travel in literature and popular media. J. Oliver, C. Douglas; Mon 1:00 pm; Piedmont [H]

Returning to the Future: Track Wrap-Up and Q & A Session

How did we do? What did you like and not like? What would you like to see on the track next year? Come give us your suggestions. Mon 2:30 pm; Piedmont [H]

AMERICAN SCI-FI CLASSICS (CLSF)

FRIDAY

Spin City with Barry Bostwick and Alan Ruck

Talk New York "politics" with "Mayor Randall Winston" and his "Chief of staff Stuart Bondek", or about anything else these talented actors have done! A. Ruck, B. Bostwick, R. Nastro (M); Fri 11:30 am; Intl N [H]

John Schneider and Catherine Bach

A Duke Family reunion! C. Bach, J. Schneider, R. Nastro (M); Fri 1:00 pm; Cent I [H]

Dirk Benedict and Dwight Schultz

An A-Team reunion! D. Benedict, D. Schultz, R. Nastro (M); Fri 2:30 pm; Intl N [H]

Build your own Robot

Did your mother ever tell you to "make more friends"? Learn how to make your own "Lost in Space" Robot. R. Nastro (M); Fri 4:00 pm; A703 [M]

Battlestar Galactica

"The Hand of God" Adama goes on the offensive against a Cylon Basestar! Fri 5:30 pm; A703 [M]

Gil Gerard and Erin Gray

"Buck" and "Wilma" reminisce about life in the 25th century. E. Gray, G. Gerard, R. Nastro (M); Fri 7:00 pm; Intl S [H]

Stump the Geeks

Pit your knowledge againsts our "cracked" experts and win prizes. What could be more fun?! Plus a Trainimal update! J. Crowe, J. Palmer; Fri 8:30 pm; A703 [M]

SATURDAY

Dinosaurs Gone Wild!

From Gert to *Jurassic Park*, award winning author Mark F. Berry will take you on a journey through Dino history on film! M. Berry; Sat 10:00 am; A703 [M]

Helen Slater

Catch up with the talented actress/singer who first brought *Supergirl* to life! H. Slater, R. Nastro (M); Sat 11:30 am; Intl S [H]

Classic Battlestar

Re-live the Classic adventures of *Battlestar Galactica* with Dirk Benedict and Richard Hatch! R. Hatch, D. Benedict, R. Nastro (M); Sat 1:00 pm; Cent I [H]

Karen Allen

Re-live the adventures of *Indiana Jones*, from Mrs. Jones herself! K. Allen, R. Nastro (M); Sat 2:30 pm; A601-A602 [M]

The Day the Earth Really Stood Still!

A close up look at the true, 1951, Sci-Fi classic! J. Crowe, G. Gerard, J. Palmer; Sat 4:00 pm; A703 [M]

Richard Kiel

From "Serving Man" to trying to kill James Bond, Richard Kiel has done it all! R. Kiel, R. Nastro (M); Sat 5:30 pm; Intl S [H]

Saturday Night Movie: Forbidden Planet

The 1956 classic featuring, Walter Pidgeon, Anne Francis, and Leslie Nielsen. Sat 7:00 pm; A703 [M]; 2.5 Hr(s)

SUNDAY

Catherine Bach

The lovely Daisy Duke herself! C. Bach, R. Nastro (M); Sun 10:00 am; A601-A602 [M]

Dirk Benedict

Starbuck himself talks about life in the fleet and his career in Hollywood. D. Benedict, R. Nastro (M); Sun 11:30 am; A601-A602 [M]

Karen Allen

Animal House, *Starman*, *Raiders of the Lost Ark*, and more! K. Allen, R. Nastro (M); Sun 1:00 pm; A601-A602 [M]

Lou Ferrigno

Q & A where you can build your mind and body! L. Ferrigno; Sun 2:30 pm; A601-A602 [M]

Tribute to Forrest Ackerman

We celebrate the life of Forry, and his legacy, "Famous Monsters of Filmland". J. Crowe, J. Palmer, V. Plexico, L. Waldron (M); Sun 2:30 pm; A703 [M]

Faith and Fantasy: Sacrifice

Religious themed discussion on how sacrifice effects both our imaginary heroes and our own lives. R. Nastro (M); Sun 4:00 pm; A703 [M]

Richard Herd

Always a leader, he told Diana what to do on *V*, as well as William Shatner on *T. J. Hooker*. A dangerous way to make a living! R. Herd, R. Nastro (M); Sun 5:30 pm; A601-A602 [M]

Voyage to the Bottom of the Sea: 45 Years

A look at Irwin Allen's longest running creation, followed by the un-aired color pilot, "11 Days to Zero". J. Crowe, A. Taylor, R. Nastro (M); Sun 7:00 pm; A703 [M]; 2.5 Hr(s)

MONDAY

70 Years of Batman in the Media

A look at how the Dark Knight has been portrayed in movies and television over the generations. J. Crowe, V. Plexico, R. Nastro (M); Mon 11:30 am; A703 [M]

Erin Gray

Spend an hour improving your mind and spirit with ASFC's favorite guest! E. Gray, R. Nastro (M); Mon 1:00 pm; A601-A602 [M]

The British Invasion

Explore the success many British TV shows experienced here in the States. A. Taylor, R. Nastro (M); Mon 2:30 pm; A703 [M]

AMERICAN SCI-FI MEDIA (AMSF)

FRIDAY

BSG-An Unlikely Partnership [DCTV DELAY]

One of the most riveting pairings of BSG was the duo of Laura Roslin and Bill Adama. E. Olmos, M. McDonnell; Fri 10:00 am; Grand Ballroom A-F [S]

Meet and Greet the AMSFMedia Crew!

Wander in and say Hi and check out what we have going on this year! Don't be shy! Introduce yourselves to us! Maybe help to fold some program books! Fri 11:30 am; A704 [M]

BSG-Angels and Demons

We've come a long way since the suppositions of last year. What do you think of the choices made? Did you cry? Was the ending a cop out? Fri 1:00 pm; A704 [M]

Heroes-Shadows from the Past

Sit down with Christine Rose and ask questions about her time on *Heroes*, and how her adventures affected the new generation C. Rose; Fri 2:30 pm; Intl S [H]

BSG-Launch tubes active! [DCTV DELAY]

Welcome BSG cast members forerunners of the tribulations of the human and cylon races, and just what are they going to do now? K. Grazier, K. Vernon, K. McClure, A. Juliani, M. Trucco, L. Carro; Fri 4:00 pm; Atrium Ballroom [M]

Is Main Stream Media Dying?

Some people watch on hulu, network sites, dedicated sites, iTunes, or through 'alternative' sources. Where can you get your genre fix? T. Merritt; Fri 5:30 pm; A704 [M]

At the Movies with...

A look back over the past year's movies. Did the hype match the hits or did they fall short, way short? Wizards, warriors and robots! J. Crowe; Fri 7:00 pm; A704 [M]

Chuck-Now with Kung Fu action grip!

This year has brought some troubles to the Buy More. Let's peek in and give them an evaluation on their work and where they are going from here. Fri 8:30 pm; A704 [M]

True Blood-Southern Discomfort

HBO's vampire show has caused a lot of strong reactions. How did they do on adapting the books and the actors' performances that are making this hit. Fri 10:00 pm; A704 [M]

SATURDAY

Comedy and Humor in Genre Shows

Genre media is usually stereotyped as action or soapbox, but producers found out we have a funny bone too! *Big Bang Theory*, *Krod Mandoon*, *Chuck*, etc. J. Snider; Sat 10:00 am; A704 [M]

BSG-Journey's End [DCTV DELAY]

Old friends and new join us for a discussion on where season 4. Cylons and humans face a world together. K. Vernon, E. Olmos, M. McDonnell, A. Juliani, M. Trucco, L. Carro; Sat 11:30 am; Atrium Ballroom [M]

Smallville-Heroes in the Making

Season 8 brought Clark into his acceptance of role as a hero. Many changes and a new head of Lexcorp brings us into new frontiers with our old friends. Sat 1:00 pm; A704 [M]

Eureka-Creation Theory [DCTV LIVE]

Jaime Paglia Co-Creator/Executive Producer of *Eureka* brings us clips and information about season 3, along with news about the expanded 4th season. K. Grazier, J. Paglia; Sat 2:30 pm; Cent II-III [H]

BSG-Just How Did that Go?

And so the series ended, and yet people are still going huh? Ask our panelists any questions you have and we'll try to get you the answers you want! J. Chambers; Sat 4:00 pm; A704 [M]

Farscape-Ten Cycles and Counting

A unique blend of puppetry, superb story telling, and indelible characters. Cut short and brought back. Let's talk to Zhaan, Crais, Aeryn and John V. Hey, L. Tupu, C. Black, B. Browder; Sat 5:30 pm; Cent II-III [H]

On the Horizon

Let's see what's being trotted out for us in the next year, television and movie wise. What predictions are our panelists willing to make this time? J. Crowe; Sat 7:00 pm; A704 [M]

Caprica Showing

Watch *Caprica* with us, the prequel to the now completed saga of *Battlestar Galactica*. Soon to be a new series from Syfy. Sat 8:30 pm; A704 [M]

BSG-Colonial Fleet Party!

The Colonial Fleet and AMSF Media welcome you to a celebration! Come out and party, whomever you are! All are encouraged to dance and share rations! Sat 10:00 pm; Grand Ballroom A-C [S]; 4 Hr(s)

SUNDAY

Eureka-Small town living at its best

Syfy has brought our old friends from Eureka back! Last season brought lots of changes and no doubt we'll see more to come Sun 10:00 am; A704 [M]

Smallville-Path to Destiny [DCTV LIVE]

Gather with our Smallville guests to talk about their experiences forming the destiny of the World's

Greatest Hero and what they saw while visiting. J. Marsters, J. Schneider, A. Juliani, H. Slater; Sun 10:00 am; Cent II-III [H]

TV Zombies Rising to a DVD near You!

A look back at the past year's fatalities. So close and so far, *Reaper*, *Kings*, *Pushing Daisies*, *Kyle XY*, and anything else that is near and dear to you. J. Crowe; Sun 11:30 am; A704 [M]

Farscape-Back down the Wormhole

Crais and Zhaan are joined by writer Keith DeCandido to talk about where our old friends and where they are going. K. DeCandido, V. Hey, L. Tupu; Sun 11:30 am; Cent I [H]

Heroes-The Road to Hell [DCTV LIVE]

Having the best intentions often makes the worst decisions. Malcolm McDowell, and Christine Rose, talk about choices made. C. Rose, M. McDowell; Sun 1:00 pm; Cent II-III [H]

Chuck-A Glimpse within the Intersect

Bonita Friederich, the General, what secrets do she really know? B. Friederich; Sun 2:30 pm; Capitol Ballroom [S]

Heroes-Death is merely an Inconvenience

Season 3 of *Heroes* was up and down. Two chapters, good guys turn bad, bad guys turn good, histories are revealed and more secrets are born. Sun 4:00 pm; A704 [M]

BSG-Galactica Decommissioned at Last

Bring your questions and lets hear tales of the last *Battlestar*, the home and symbol of humanity's survival and what it meant to each of them. R. Hatch, K. Vernon, E. Olmos, K. McClure, M. McDonnell, M. Trucco, L. Carro; Sun 5:30 pm; Atrium Ballroom [M]

Caprica-The New/Old Horizon

Space soap or a grand epic? You be the judge! We'll talk about what's been hinted at and what theories there are already based on what's out there. Sun 7:00 pm; A704 [M]

Terminated! *Sarah Connors Chronicles*

What looked like a surefire start stumbled season. Where did the show go and was it a good idea? Did it work or not? Some loved it and some hated it! Sun 8:30 pm; A704 [M]

Oh, the Humanity?!

Tech is changing our world and our genre is leading the way. Where does the line of man and machine cross? BSG, SCC, *Dollhouse*, and *Terminator 4*, etc. Sun 10:00 pm; A704 [M]

MONDAY

Farscape-Fugitive Heroes [DCTV LIVE]

Our friends join us to talk about their time in the Uncharted Territories. *Farscape* holds up after ten years. And now a comic series. V. Hey, L. Tupu, C. Black, B. Browder; Mon 10:00 am; Cent II-III [H]

BSG-Into the Bright Beyond

As all things must end, so does our time with our *Battlestar* guests. What do they think of their own stories and where their characters ended up? R. Hatch, K. Grazier, E. Olmos, K. McClure, M. Trucco, L. Carro; Mon 11:30 am; Atrium Ballroom [M]

Sanctuary-Don't Feed the Monsters!

Syfy's web series crossed to a full series and is back for a 2nd year. Did the show translate from web to small screen and where will it go from here? Mon 1:00 pm; A704 [M]

Seeker-The Truth Shall Lead the Way

From Terry Goodkind's pen we have the new TV series, *Legend of the Seeker*. How have they been doing adapting a well respected heroic series? C. Parker; Mon 2:30 pm; Cent I [H]

Azrael, Beelzebub and...Earl?!

This isn't just good and evil. Angels and demons are showing up in shows like *Saving Grace*, *Reaper*, and *Supernatural*. The Powers that Be are serious! Mon 4:00 pm; A704 [M]

ANIMATION (TOON)

FRIDAY

Meet and Greet

Come meet some of the presenters and guests at Dragon*Con 2009's Animation Track! Fri 1:00 pm; Baker [H]

[adult swim] Dragon Panel II [DCTV DELAY]

The Williams Street Dragons are back to grant your wishes, burn you with their poison breath, and regale you with tales of home refinancing. D. Snyder; Fri 2:30 pm; Reg VI-VII [H]

Venture Brothers Fan Panel

Did you enjoy Season 3? What do you think of Brock Sampson's new haircut? Fri 4:00 pm; Baker [H]

[adult swim] Squidbillies Panel

Squidbillies tells the heartwarming story of a cephalopod family living in the North Georgia Mountains and pretty much confirms every nightmare redneck stereotype. Signing will directly follow in Hyatt Reg V. D. Snyder; Fri 4:00 pm; Cent I [H]

Animation Voice Acting

Learn about the fine art of voice acting from our panel of experts! C. M. Croker, B. Bergen, C. Fleischer, N. Kaplan, S. Adsit; Fri 5:30 pm; Intl N [H]

[adult swim] Squidbillies Signing

Signings from some of your favorite [adult swim] personalities! D. Snyder; Fri 5:30 pm; Reg V [H]

Ana Now You Know-The Live-Action GI

Joe Movie After-Action Report

Real American Hero, or Box-Office Blunder? It's time to debrief on all things Joe and Cobra-from Accelerator-Suits to Zartan. Presented by GMX Fri 8:30 pm; Baker [H]

Fans and Freaks: The Culture of Comics and Conventions

Fans and Freaks is a romp through the fantastic world of science fiction, anime, fantasy, and horror fandom. Watch the documentary and meet the creators! Sand S. Lackey; Fri 10:00 pm; Baker [H]

SATURDAY

Aqua Teen Hunger Force Colon Panel

Gathering

Fans of ATHF discuss the evolution of the series from its inception to its various medium-crossing adventures. Sat 11:30 am; Baker [H]

Lending Voice to Animation

Our guest share their behind the scenes stories about their various animated careers. R. Epcar, B. Bergen, C. Fleischer, M. McDowell, T. Dekker; Sat 11:30 am; Reg VI-VII [H]

Cosplay Contest Pre-judging

Participants in the cosplay contest are asked to come to be pre-judged. Please come prepared to show off your costume! B. Winans (J), A. Kirk (J); Sat 1:00 pm; Baker [H]; 2.5 Hr(s)

[adult swim] The Venture Bros. Panel

Co-creators Jackson Publick and Doc Hammer discuss their hit animated series, *The Venture Bros.* Signing with Jackson Publick and Doc Hammer directly follows in Hyatt Reg V. K. Plume, D. Hammer, J. Publick; Sat 1:00 pm; Reg VI-VII [H]

[adult swim]-Venture Brothers Signing

D. Hammer, J. Publick; Sat 2:30 pm; Reg V [H]

Cosplay Contest

Your favorite anime and animation costumes brought to life! V. Mignogna, A. Kirk (J), B. Winans (J); Sat 4:00 pm; Cent I [H]

Animation at War: Cartoons for Comrades

Cartoons served an important part of the war effort around the world in the days of World War II. Part one takes a look at the animated shorts from the USSR. Sat 5:30 pm; Baker [H]

Animation Production

Ever wonder how your favorite show gets from script to screen? Take a walk through the production of *Futurama* with Aimee Steinberger and quell that curiosity. A. Steinberger; Sat 7:00 pm; Baker [H]

Stories with Uncle George

The voice of *Space Ghost* regales us with stories of voice acting past, life lessons, and his own brand of public service announcements. G. Lowe; Sat 8:30 pm; Baker [H]

SUNDAY

European Animation

From *Asterix* to the *Smurfs*, take a look at animation from "across the pond." Sun 10:00 am; Baker [H]

G4's series Code Monkeys

Our guests bring the latest news on the show and the never-before-seen Pilot Episode. Free one of a kind *Code Monkeys* swag, and Q & A to follow. D. Snyder; Sun 11:30 am; Baker [H]

KNOWING IS HALF THE BATTLE!-PSA's FTW

Grab your popcorn and join us as we screen all those corny Public Service Announcements. Presented by GMX Sun 1:00 pm; Baker [H]

Animation Voice Acting

Learn about the fine art of voice acting from our panel of experts! C. M. Croker, B. Bergen, N. Kaplan; Sun 1:00 pm; Intl N [H]

Imaginal Cells Filmworks

Steve and Whitney Boe Talk about Mythic Journeys, and their other projects. S. Boe, W. Boe; Sun 2:30 pm; Baker [H]

An Hour with Space Ghost

Join everyone's favorite animated talk show host, Space Ghost (George Lowe), for a look at life, voice work, and everything in between. G. Lowe; Sun 2:30 pm; Intl N [H]

Independent Films

Take a look at some short Independent Animated Films from the D*Con Film Festival on the cutting edge of the genre! Screening. Sun 4:00 pm; Baker [H]

Megas XLR: Chicks Dig Giant Robots

Take a look at Megas XLR, Cartoon Network's mech show, from the eyes of one of the creators and an industry professional. G. Krstic; Sun 5:30 pm; Baker [H]

An Hour with Scott Adsit

Learn life lessons from Scott Adsit, co-director, writer, producer, and voice actor! K. Plume, S. Adsit; Sun 7:00 pm; Baker [H]

Animation at War: American Antics

Cartoons served an important part of the war effort around the world in the days of World War II. Part two looks at the animated shorts from the USA. Studios. Sun 8:30 pm; Baker [H]

Fans and Freaks

Fans and Freaks is a romp through the fantastic world of science fiction, anime, and horror fandom. Watch the documentary and meet the creators! Sand S Lackey; Sun 10:00 pm; Baker [H]

MONDAY

Voice Character Panel

Our guest will take the stage one more time, as their favorite voice characters to answer your questions. (See Anime guest list) Mon 10:00 am; Intl N [H]

Wake Up to Cartoons!

Join us for clips from some hilarious toons throughout the ages and sugary cereal! Screening. Mon 11:30 am; Baker [H]

Independent Films

Take a look at some short Independent Animated Films from the D*Con Film Festival on the cutting edge of the genre! Screening. Mon 1:00 pm; Baker [H]

Futura: The Next Generation

Futura has been picked up for new episodes, so spark your memory in this retrospective and future-looking panel. Mon 2:30 pm; Baker [H]

Track Wrap-up

Tell your friendly neighborhood track staff what you liked, what you didn't, and what you'd like to see in the future! Mon 4:00 pm; Baker [H]

ANIME/MANGA (ANIME)

FRIDAY

Meet and Greet

Stop by early and join the Anime-Manga Track staff to introduce yourselves, meet the industry guests and get the convention started off right! J. Tarbox, S. Cummings; Fri 1:00 pm; Courtland [H]

Asian in America

Want to know how to ask that cute Asian girl out on a date? Asian guests share their experiences of preconceived notions. S. Wright (M); Fri 2:30 pm; Courtland [H]

Creating Manga with the Pros

Professional manga creators give you the scoop working inside the industry in both Japanese and American publishers. S. Cummings; Fri 4:00 pm; Courtland [H]

Voice Acting Panel

Cast members from a host of hit anime and cartoons give us the low-down on what it's like to be a voice acting professional V. Mignogna, R. Epcar, S. Houle; Fri 5:30 pm; Intl N [H]

Modeling and Photography for Cosplay

Learn how to get the most out of your costume photo shoots, including shutter-stopping photo techniques from a professional photographer! A. Aesthetic; Fri 7:00 pm; Courtland [H]

Operation Anime Storm

Operation Anime Storm is a care package program connecting U. S. military personnel with volunteers who send anime. Find out how you can help. Fri 8:30 pm; Courtland [H]

World of Hentai

Under the cover of night we feature the seedy side of anime-hentai! See the funniest and craziest "adult"-themed anime! 18+ only. ID required. J. Merriman (M); Fri 11:30 pm; Intl N [H]

SATURDAY

Vic Mignogna Q & A

A one-on-one, up close and personal conversation with Vic. Find out the latest from one of the most popular voice actors alive! V. Mignogna; Sat 11:30 am; Intl N [H]

Cosplay Contest Pre-judging

Participants in the cosplay contest are asked to come to be pre-judged. Please come prepared to show off your costume! J. Merriman (M); Sat 1:00 pm; Baker [H]; 2.5 Hr(s)

Dub Your Own Anime

Under the watchful eye of a professional anime soundtrack producer, audience members dub the sound to their favorite anime! S. Houle; Sat 1:00 pm; Courtland [H]; 2.5 Hr(s)

Cosplay Contest

From feathered wings to Buster swords, characters from your favorite anime will be taking the stage at Dragon Con's annual cosplay contest! J. Merriman (M); Sat 4:00 pm; Cent I [H]

D*C Comics and Popular Arts Conference Session #4: Anime East/West

Scholars explore points of influence between Japanese Anime/Manga and Western culture, including reports on a study of anime fan clubs and conventions. M. Brown, B. Allison; Sat 5:30 pm; Courtland [H]

Costuming 101

What goes in to creating an award-winning costume? Learn the basics from choosing a character and fabric selection to sewing down that last stitch. A. Aesthetic; Sat 7:00 pm; Courtland [H]

FUNimation Feature Anime Premiere!

The East Coast premiere of the hottest unreleased anime titles from FUNimation! Stop by the track room to find out which titles. Sat 8:30 pm; Courtland [H]

SUNDAY

How to Read a Manga: The Medium, the Methods, the Madness

An analysis of manga as the highest expression of sequential art, and its position in modern pop-culture. Led by Jonathan Tarbox, professional editor. J. Tarbox; Sun 10:00 am; Courtland [H]

Voice Acting Panel

Cast members from a host of hit anime and cartoons give us the low-down on what it's like to be a voice acting professional. V. Mignogna, R. Epcar, S. Houle; Sun 1:00 pm; Intl N [H]

Otaku Jeopardy

Test your mad Anime trivia skillz in another edition of OTAKU JEOPARDY! Compete for bragging rights and a convention prize pack! Sun 2:30 pm; Courtland [H]

Manga as High Art: Self-Defense for the Otaku
Tired of defending your love of anime? Come join this panel, learn how explain manga and anime as high art, and shut your critics up for good! J. Tarbox; Sun 4:00 pm; Courtland [H]

Costuming and the Community
Find out how you can put your costumes to an even greater use through charity work. Learn how to help your community while having fun in costume. A. Aesthetic; Sun 5:30 pm; Courtland [H]

FUNimation Feature Anime Premiere!
The East Coast premiere of the hottest unreleased anime titles from FUNimation! Check the website or stop by the track room to find out which titles. Sun 7:00 pm; Courtland [H]

GHOST in the SHELL and the Future of Anime Culture vs. Science: Is Art imitating Life or is Life imitating Art? Are people really ready for Cyberation?!? Sun 8:30 pm; Courtland [H]

Dub your own Hentai I
We give the AUDIENCE the microphones to re-dub the audio track for some of the most wild and funny adult-themed anime around! 18+; ID required. Sun 11:30 pm; Courtland [H]

Dub your own Hentai II
We give the AUDIENCE the microphones to re-dub the audio track for some of the most wild and funny adult-themed anime around! 18+; ID required. Mon 1:00 am; Courtland [H]

MONDAY

Voice Character Panel
Our guest will take the stage one more time, as their favorite voice characters to answer your questions. V. Mignogna, R. Epcar, B. Bergen, C. Fleischer; Mon 10:00 am; Intl N [H]

Japan ROX America: Accessible Japanese music from E-Z
Japan has a wealth of music that, for most, seems out of reach. Learn about many bands that frequently tour America. Mon 11:30 am; Courtland [H]

How to Run a Convention
Meet the people who run some of the biggest cons in America to get the lowdown on what it takes to start and maintain a fan convention. J. Tarbox; Mon 1:00 pm; Courtland [H]

Track Q & A
Have any comments on the track this year? Want to see something added next year? Want to help out? Come let the track directors know! J. Tarbox; Mon 2:30 pm; Courtland [H]

ANNE MCCAFFREY'S WORLDS (WEYR)

FRIDAY

Pitching the Tents
Before you start a gather, you've got to set up your wares! Come mingle and relax while we get settled. Fri 10:00 am; Vinings [H]

Welcome to Weyrfest!
Now that you've found your friends, it's time to meet the staff and endure a litany of housekeeping nonsense. Fri 1:00 pm; Vinings [H]

Fandom for Noobs
Games based on Anne's stories have been around for decades, in all forms of media. The scoop on playing in and chatting about your favorite worlds. Fri 2:30 pm; Vinings [H]

Q & A with Todd and Jody
Todd and Jody kick things off by telling us what they've been up to since last year, then masterfully maneuver through your barrage of questions. J. Nye, T. McCaffrey; Fri 4:00 pm; Vinings [H]

101 Ways to Kill Your Characters
We all know that in space, Gruesome, Horrific Death happens. A lot. How has Anne offed her characters, and how might we off ours? Fri 5:30 pm; Vinings [H]

Singing Ships, Chorusings Crystals
From the harpers to Helva to the Hepite Guild, there's no shortage of music in Anne's stories. How is song important—to Anne and to her work? Fri 7:00 pm; Vinings [H]

Are You a Werewolf?
Are you brave enough to join Todd McCaffrey and a host of villagers to discover who amongst you are (ah-wooo!).../werewolves? T. McCaffrey; Fri 8:30 pm; Vinings [H]

SATURDAY

A Reading with Jody Lynn Nye
Pull up a chair as Jody tells us what's new in her worlds (real and fictional!), then shares a passage from some of her latest work. J. Nye; Sat 1:00 pm; Vinings [H]

Crime and Punishment
In the Anne-verse, bad guys just about always get what's coming to them. But is it cosmic justice, human justice...or is it justice at all? Sat 2:30 pm; Vinings [H]

A Meeting of Minds
Anne has worked with some of the best in the business to write (or co-write!) her books. Come meet some of them! J. Nye, B. Fawcett, T. McCaffrey, T. Weisskopf, S. M. Stirling; Sat 4:00 pm; Vinings [H]

Weyrfest Costume Contest
You got all dressed up for the parade—now show us the fruits of your labor, and get a chance to win some really terrific prizes. J. Nye; Sat 5:30 pm; Vinings [H]

Dragon Poker!
When life gets hard, the Pernese don't just cope: they deal. Bring your poker face and we'll show you what we mean (but we won't show you our hand!). Sat 7:00 pm; Vinings [H]

Weyrfest Game Night
Tired of running around? Come relax with us! Practice your Dragon Poker skills, or try your hand at the Dragonriders board game! Sat 8:30 pm; Vinings [H]

SUNDAY

Space is a Zoo!
Companions or antagonists, foreign or familiar, there's no shortage of strange and wonderful animals in Anne's books. Sun 10:00 am; Vinings [H]

A Time with Anne When
Anne's friends, family, and colleagues tell us what life is like with the Dragonlady herself. J. Nye, B. Fawcett, K. Kurtz, D. Maitz, T. McCaffrey, J. Wurts, S. MacMillan, C. Yarbro; Sun 11:30 am; Hanover C-E [H]

Anne McCaffrey Trivia
Brush up on your reading—it's time for our annual trivia contest! Form teams to fight for the title of Anne McCaffrey trivia master. Sun 1:00 pm; Vinings [H]

The Traveling Traders
Life on Pern is hard enough when you DO have a roof over your head. What's it like to be homeless—with Thread falling? Sun 2:30 pm; Vinings [H]

All That Glitters...
Gold dragons have it great. They're intelligent, they're beautiful, and they tell everyone what to do. But is queenriding all it's cracked up to be? Sun 4:00 pm; Vinings [H]

The Delphic Oracle
It's obvious the famous Oracle at Delphi relied on Talent to see the future. Now it's our guests' turn to tell us a story—one word at a time. J. Nye, T. McCaffrey, A. Adams (M); Sun 5:30 pm; Vinings [H]

Dragon Sex!
We discuss, in no uncertain terms, the dirt (the dirty, dirty dirt) on the process—and pleasures—of dragon reproduction on Pern. Sun 7:00 pm; Vinings [H]

The Gather Square

It's Open Mic Night Weyrfest style! Bring your Anne-inspired poems and songs to share. We've got the new Harper Hall CD to get us started! Emerald Rose; Sun 8:30 pm; Vinings [H]

MONDAY

A Reading with Todd McCaffrey

Todd brings us up to speed, then takes us back to Pern with an excerpt from his latest novel. T. McCaffrey; Mon 10:00 am; Vinings [H]

So Long, and Thanks for All the Shipfish

In their two and a half millennia on Pern, dolphins have mostly been on their own. What did they DO all that time? How do dolphins get by on Pern? Mon 11:30 am; Vinings [H]

Dead Dragon Party

Alas: all good things must come to an end. Join as we bid farewell to our D*C friends—until next year! Mon 1:00 pm; Vinings [H]

APOCALYPSE RISING (AR)

FRIDAY

The War To Save Mankind Starts Now! [DCTV DELAY]

The machines rose from the ashes of the nuclear fire. Learn behind the scenes stories about the break-through Terminator Apocalyptic Universe! M. Biehn, K. Brewer (M); Fri 1:00 pm; Reg VI-VII [H]

Writer's Apocalyptic Roundtable

Want a chance to corner your favorite apocalyptic writer and ask them a question? Here is your chance to talk to some of the best in the business! J. Ringo, K. Anderson, C. Yarbrough, S. M. Stirling, M. Williamson, W. Williams, S. Chesnut (M); Fri 2:30 pm; A601-A602 [M]

There IS a Fate Worse than Death

The zombie evolution! How Director George Romero transformed the zombie mythology...and still influences the genre today. Join us! Dr. B. Blackwood, J. Flynn, W. Walls, S. Chesnut (M); Fri 4:00 pm; L504-L505 [M]

Extreme Makeover-Apocalypse

Ever wonder how zombies achieve that perfect shade of pale? Makeup tips from the wasteland! If you're lucky, you might get to become one of us (Dr. Harmer, B. Armstrong, R. Fitz, B. Johnson, F. Clements, T. Merrill, S. Zuniga (M); Fri 7:00 pm; Capitol Ballroom [S]

Zombie Walk

It's a bird! It's a plane! It's a...horde of zombies? Making our way through all host hotels...if you're not with us then you're lunch! S. Chesnut (M); Fri 8:30 pm; L504-L505 [M]

Zombie Prom

Bust out your finery and thriller moves—it's PROM TIME! Join us for all the best of the prom, including the crowning of a zombie King and Queen. Fri 10:00 pm; Capitol Ballroom [S]; 2.5 Hr(s)

SATURDAY

Patient Zero with Jonathan Maberry

Bram Stoker award-winning writer Jonathan Maberry discusses his new book Patient Zero, an apocalyptic world-ender. W. Walls, J. Maberry; Sat 11:30 am; Montreal/Vancouver [H]

Tickle in the Throat

Pandemics that could be devastating for the world (or just maybe thin it out a bit). Authors share their research and a scientist shares his view. S. Sigler, J. Maberry, J. Cmar, K. Brewer (M); Sat 1:00 pm; L504-L505 [M]

What is Your Apocalypse?

From hurricanes to tidal waves, people experience all kinds of personal apocalypse daily. Get a personal take on the individual apocalypse. S. Rosen, M. B. Weston, Fr. B. Small, P. Mason, S. Zuniga (M); Sat 2:30 pm; L504-L505 [M]

Zombie Squad

Nobody knows how to suppress a zombie hoard better than Zombie Squad! Learn from the professionals. A 2007 Apocalypse Rising favorite! S. Zuniga (M); Sat 4:00 pm; Intl N [H]; 2.5 Hr(s)

Game Over, Man

Want to talk about gaming in all its mutated irradiated forms? Talk with gaming experts about the latest in apocalyptic video, dice, and card gaming. D. Harmer, B. Bridges, A. Greenberg, K. Riesing (M); Sat 7:00 pm; L504-L505 [M]

Armor, Shields, and Stuff: Apocalyptic Costuming

Ranging from how to get that tire-armor looking just right to (Mad) Maxing your vehicle, we'll discuss how you can fit in after the bombs drop. T. Merrill, K. Riesing (M); Sat 8:30 pm; L504-L505 [M]

SUNDAY

Oops! How to Survive an Apocalyptic Crisis

You asked for more! This panel may save your life! If the world you knew ended tomorrow, would you know how to survive? Come learn what to do. D. Harmer, A. Wolfe (M); Sun 10:00 am; L504-L505 [M]

S. M. Stirling's World of Emberverse

Writer S. M. Stirling discusses how his characters survived the apocalyptic "Change Year" and beyond in his Emberverse trilogy. Q & A. S. M. Stirling, M. Sleeman (M); Sun 11:30 am; L504-L505 [M]

Come With Me if You Want To Live...

SkyNet would reshape the future by changing the past and devising the ultimate plan. Q & A with stars from the great Terminator Apocalyptic

Universe! M. Biehn, T. Dekker, D. Giovannini (M); Sun 1:00 pm; Grand Ballroom A-F [S]

Don't Drink The Kool-Aid

Y2K. Planet X. War of the Worlds. The ID Chip. Hoaxes about an apocalypse have often tricked the public. Is 2012 the next fake panic? S. Gibson, P. Mason, R. Watson, D. Giovannini (M); Sun 2:30 pm; L504-L505 [M]

It Isn't Easy Being Green

Is the human race to blame for global warming and major environmental disasters, or is it the earth's natural cycle? Come debate with us. S. Rosen, P. Mason, M. Williamson, S. Chesnut (M); Sun 4:00 pm; L504-L505 [M]

Dead Men Walking: Zombie 201

We explore even more of your favorite zombie subjects in Zombie 201. We start the talk, then you decide where it goes! Dr. B. Blackwood, J. Flynn, L. Kaufman, J. Maberry, C. Fishburn (M), D. Giovannini (M); Sun 5:30 pm; L504-L505 [M]

Needcoffee vs. the Apocalypse

Your favorite insomniacs this time take on the many ways we have been dusted off in film, books, music, predictions, or in a prophet's dreams. W. Walls, ScottC, K. Brewer (M); Sun 7:00 pm; L504-L505 [M]

Distant Early Warning

New post-apocalyptic movies and television, on now and in the coming year. Come and chat about the latest industry buzz. Dr. B. Blackwood, J. Flynn, M. B. Weston, M. Sleeman (M); Sun 8:30 pm; L504-L505 [M]

Zombie Bites

Score with some zombie short films! Enjoy some good zombie film fun, and maybe snag a prize. What a way to end your (undead) day! Sun 10:00 pm; L504-L505 [M]

MONDAY

Law and Disorder in a Dystopian Future

All citizens are required to learn the rules of OneState, and the punishments for acting against the collective. It'll be DoublePlusUngood! Dr. B. Blackwood, J. Flynn, M. Williamson, W. Williams, K. Riesing (M); Mon 11:30 am; L504-L505 [M]

This is the End (or is It?)

Let us know what you liked, did not like, what you wanted to see more of (or less of), what authors you Loved, and you can help us look ahead to 2010! Mon 1:00 pm; L504-L505 [M]

ART SHOW PROGRAMMING (ART)

FRIDAY

Photoshop Interface

Learn the basics skills needed to use Adobe Photoshop and Illustrator to manipulate your digital images and learn creative technique. Fri 1:00 pm; Hanover A-B [H]

Unbelievable Flying Objects: The Art and Science of Spaceship Design

Why do spaceships look the way they do? How spaceship design has evolved, the dance between the laws of physics and the allure of the coolness factor. Fri 2:30 pm; Hanover A-B [H]

Photographing Faeries-Tips and Tricks

Learn what goes into creating a Fantasy Photograph, from the raw photo to the final image. Fri 4:00 pm; Hanover A-B [H]

Taxes for Artists, or How to Keep All That Money You Aren't Making at Art!

Join CPA Christy Nicholas, who is also Artist Green Dragon, and explore the ins and outs of running an art business. Fri 5:30 pm; Hanover A-B [H]

DPI Studios Discuss Their Digital Collaborative Art

Two Canadian artists separated by 3000 miles of frozen Canadian wasteland discuss how easy it is to collaborate now via internet. Fri 7:00 pm; Hanover A-B [H]

The Art of Vintage PinUp and Erotic Photography

Photographer Timothy Dolph and adult model Malloy Martini discuss design, execution and marketing of Erotic Art photography. This panel is 18+. Fri 8:30 pm; Hanover A-B [H]

SATURDAY

The Low Cut Blouse Phenomenon

The first impression of your work will be a 100x100 pixel thumbnail. If you want viewers to look closer, your images have to wear a low cut blouse. Sat 10:00 am; Hanover A-B [H]

How to Draw Monsters/Aliens

Bring a pencil and your imagination! Fan-favorite illustrator and designer Jeff Carlisle leads a workshop on drawing fun and freaky monsters or aliens. Sat 11:30 am; Hanover A-B [H]

Photography Discussion Panel

Join Photographers and Educators in a discussion about Fantasy photography in Juried Art Shows. Hear possible guidelines for entering the DC Art Show. J. Parise (M); Sat 1:00 pm; Hanover A-B [H]

The Art of Rick Sternbach

A look at the Space, Science Fiction, and Star Trek Art of Hugo and Emmy-winning Artist Rick Sternbach. R. Sternbach; Sat 2:30 pm; Hanover A-B [H]

Dragon*Con Artist Trading Card Workshop

What is an Artist Trading Card? Want to try your hand at creating mini art? Join us for an informative panel and demonstration. F. Broome; Sat 4:00 pm; Hanover A-B [H]

Basic Beading Class-Oglala Butterfly Bracelet

Learn how to make a bracelet using American Indian seed bead technique called Oglala Butterfly from master beader Green Dragon, aka Christy Nicholas. Sat 5:30 pm; Hanover A-B [H]

Neography and Scripts

Neographies such as Tolkien's Tengwar, Klingon, and Star Wars' Aurebesh and the Futurama alphabet provide a lot of fun for audiences. Sat 7:00 pm; Hanover A-B [H]

Art Show Awards

R. Sternbach, B. Eggleton, L. Hawkins; Sat 8:30 pm; Grand Hall West [H]

SUNDAY

Iron Artist

Ever see Iron Chef? What would happen if the same idea was applied to Art? See the Dragon*Con Iron Artist Tommy Castillo battle challenger Cat Staggs. D. Haglund, C. Staggs; Sun 9:30 am; Cent I [H]; 2.5 Hr(s)

Behind the Painting and up it's Skirts

The business practices of making original artwork D. Maitz; Sun 10:00 am; Hanover A-B [H]

Drawing Wings for Fantasy Art

Want to give your angels, dragons, or faeries more realistic wings? Learn the basics of drawing wings, including those of birds, bats, and insects. Sun 11:30 am; Hanover A-B [H]

Monster in an Hour

What is Monster in an Hour? Watch as audience participation and artist talent combine to create unique, out of this world, unbelievable Monsters. Sun 1:00 pm; Hanover A-B [H]

Art Show Jury Discussion

Join the 2009 jury members in a discussion of applying to juried Art Shows. What are they looking for in submitted works in order to pass jury? D. Maitz, J. Wurts, R. Sternbach, B. Eggleton, L. Hawkins; Sun 2:30 pm; Hanover A-B [H]

Star Wars in Art

Lucasfilm-approved Official Star Wars artists discuss the different licensed work they do, their creative process and how they began their SW careers. C. Staggs, R. Martinez, M. Busch; Sun 4:00 pm; Hanover A-B [H]

Dragon*Con Artist Trading Card Swap

Did you make some great Artist Trading Cards at the Workshop? Or maybe you brought some of your original trading cards to Con? F. Broome; Sun 5:30 pm; Hanover A-B [H]

Bring Your Imagination to Life with DAZ|Studio

Have some great ideas for amazing art? Learn the basics of designing your own masterpiece with DAZ|Studio, an easy-to-use 3D program. Sun 7:00 pm; Hanover A-B [H]

Dr. Sketchy's Anti Art School

Where cabaret meets life drawing! Bring your sketch book, medium of choice, and a sense of adventure for a life drawing session. 18+ age limit. Sun 8:30 pm; Hanover A-B [H]

MONDAY

Art Show Auction-Preview

Preview for Art Auction starts at 11am. Mon 11:00 am; Hanover C-E [H]

A brief History of Wire Sculpture

Wire Artist Luke Eldridge will demonstrate how he makes a wire sculpture from the ground up. Plus he will showcase a wide variety of his sculpture. Mon 11:30 am; Hanover A-B [H]

Art Show Auction

Found a piece of art you MUST have? Went to buy it but someone had already put in a bid! Go to the Art Auction and win that piece! Preview 11:30am-Auction starts 12 noon. Mon 12:00 pm; Hanover C-E [H]

Illustration Demo by J. D. Russell and Christopher Kuhlmann

Please join artists Christopher Kuhlmann and Justin D. Russell as they each work on an illustration and explain the steps to begin a successful painting. Mon 1:00 pm; Hanover A-B [H]

Grimm Visions: Faerie Tales for the Modern Age

See how Tracy L. Cornett uses her photography to bring the myths of yesterday into the reality of today Mon 4:00 pm; Hanover A-B [H]

AUTOGRAPH SESSIONS (AUTO)

FRIDAY

C. Douglas, R. Herron, J. St. Giles, J. Kessler

Fri 1:00 pm; M301-M304 [M]

K. DeCandido, J. Wurts, M. Resnick, B. Sinor

Fri 2:30 pm; M301-M304 [M]

E. Donald, A. Taylor, L. Bujold

Fri 4:00 pm; M301-M304 [M]

B. Corbett, T. Gilliam

Fri 5:30 pm; M301-M304 [M]

SATURDAY

K. Anderson, K. Kurtz, R. Moesta, S. MacMillan

Sat 11:30 am; M301-M304 [M]

P. David, R. Guiley, C. Barber, A. Steinberger

Sat 1:00 pm; M301-M304 [M]

J. Nye, C. Golden, T. McCaffrey, A. Foster

Sat 2:30 pm; M301-M304 [M]

E. Foster, T. Zahn, E. Flint, L. Bujold

Sat 4:00 pm; M301-M304 [M]

C. Harris, T. Gilliam, D. Gabaldon

Sat 5:30 pm; M301-M304 [M]

SUNDAY

S. Rosen, M. H. Bonham, M. Williamson, D. A. Adams

Sun 10:00 am; M301-M304 [M]

M. Stackpole, L. Martindale, M. Stiefvater, R. Knaak

Sun 11:30 am; M301-M304 [M]

J. Ringo, J. Cochrane, J. Maberry, S. M. Stirling

Sun 1:00 pm; M301-M304 [M]

Adam Savage

Sun 1:00 pm; Room TBD

D. Beauchamp, S. Sizemore, L. Bujold, G. Wolfe

Sun 2:30 pm; M301-M304 [M]

L. Abbey, R. Hart, C. Yarbro, C. Asaro

Sun 4:00 pm; M301-M304 [M]

S. Kenyon, J. Sherman, A. Kontis, J. Everson

Sun 5:30 pm; M301-M304 [M]

MONDAY

S. Nicholson, P. Plait, M. Belanger, L. Bujold

Mon 10:00 am; M301-M304 [M]

A. Crispin, C. Lambeth, L. Gilman, D. McGirt

Mon 11:30 am; M301-M304 [M]

M. B. Weston, M. Henry, L. Porter

Mon 1:00 pm; M301-M304 [M]

BRITISH SCI-FI MEDIA (BRIT)

FRIDAY

Official Unofficial Welcome to BritTrack

Welcome back to another year. We've made some major changes to our programming this year, so stop by meet the staff. R. Levy, C. McCully (M); Fri 10:00 am; Valdosta [S]

Torchwood: The Captain Jack Experience [DCTV DELAY]

Captain Jack Harkness is one of the most enigmatic and charismatic characters in the Whoniverse. We here from our guest who have intimate knowledge. R. Levy, J. Marsters, G. Lloyd; Fri 11:30 am; Grand Ballroom A-F [S]

Spotlight on Terry Gilliam

Terry Gilliam and *The Imaginarium of Doctor Parnassus*. K. Plume, T. Gilliam; Fri 1:00 pm; Atrium Ballroom [M]; 2.5 Hr(s)

British Media Gaming I

Stop in for two whole hours of British Gaming, Board Gaming, Card Gaming, and other games that keep the Brits busy. G. Cockrell (M) (J); Fri 1:00 pm; Valdosta [S]; 2.5 Hr(s)

Inside the BBC

Learn how the shows are pitched, created and produced and the trials that go with getting your favorite shows on the air. R. Levy, L. Robinson; Fri 2:30 pm; Valdosta [S]

The Missing Link: The 1996 *Doctor Who* Movie

We'll be joined by two of the stars: Eric Roberts (the Master) and Eliza Roberts (Miranda) for a lively chat about the 1996 TV Movie! L. Pearson, E. Roberts; Fri 4:00 pm; A601-A602 [M]

Dreamtime: The Worlds of Neil Gaiman

Neil Gaiman remains one of the most prolific literary figures of our time. Lets look at his many creations and explore his creative process. W. Walls; Fri 5:30 pm; Valdosta [S]

Alan Moore and *The Watchmen*

Alan Moore has transcended the genre of comics to become an important literary figure. We examine the work of this reclusive genius. W. Walls, R. Ray (M); Fri 7:00 pm; Valdosta [S]

Are You Having a Laugh: Is Your Comedy Being Served?

Britain has created some of the best TV comedy ever. From *Steptoe and Son* to *Fawlty Towers*, *Black Books* and the *IT Crowd*, this panel examines the best British comedies of all time. R. Bowen (M); Fri 8:30 pm; Valdosta [S]

Gay Themes in the Whoniverse

From JNT to RTD, *Doctor Who* has always broken traditional boundaries of the SF genre by acquiring a large following in both the straight and the gay communities. This panel examines the gay themes of the classic and new series as well as *Torchwood*. A. Siler (M); Fri 10:00 pm; Crystal Ballroom [Hil]

British Night at the Telly 1 (Video)

Science Gone Wrong: From deranged clones and dimension jumps to errant time machines, we have them all night long! Stop in for a video night of "Science Gone Wrong!" Fri 11:30 pm; Valdosta [S]; 7 Hr(s)

SATURDAY

Doctor Who in Other Media

We'll examine the comic strips, novels, audio adventures and webcasts that have created the Whoniverse, and that played such a crucial role during the 15 years between "Survival" and "Rose". K. DeCandido, T. Osborne, L. Pearson; Sat 10:00 am; Valdosta [S]

Torchwood: An Hour with Ianto

Gareth David-Lloyd, talks about the ups and downs of being a companion to Captain Jack and a beloved member of *Torchwood*. R. Levy, G. Lloyd; Sat 11:30 am; Grand Ballroom A-F [S]

Arthurian Legend in British Media

The tale of King Arthur has crossed over into all forms of British media. From *Monty Python* and the *Holy Grail* to *Excalibur* and the new series, *Merlin*, our Knights will boldly discuss the role Arthur has played. M. Rule (M); Sat 11:30 am; Valdosta [S]

Needcoffee.com vs. the Whoniverse

The persnickety folks at needcoffee.com hold nothing back as they discuss the Who specials and *Torchwood: Children of Earth*. R. Levy, J. M. Tuffley, W. Walls; Sat 1:00 pm; Valdosta [S]

Brits on the Net

The BritTrack wants to share with you some of the online British Universe that tends to get over looked. C. Hoffman (M); Sat 2:30 pm; Valdosta [S]

Monty Python at 40

Q & A with Terry Gilliam and Neil Innes. K. Plume, T. Gilliam, N. Innes; Sat 4:00 pm; Grand Ballroom A-F [S]

British Costuming

You are never too old to play dress up! This panel examines the world of costuming in British media while offering an opportunity to interact and swap tips with other costumers. Sat 4:00 pm; Valdosta [S]

A Girl's Best Friend: Sarah Jane and K9

Sarah Jane Smith went from being one of the favorite companions on *Doctor Who* to the star of her own show. Find out all the news about the series. L. Pearson, R. Bowen (M); Sat 5:30 pm; Valdosta [S]

The Wibly Wobbly Timey Whimey Panel

As we say goodbye to the Tennant years of *Doctor Who* our intrepid panelists look back at his tenure as arguably the most popular *Doctor Who*. R. Levy; Sat 7:00 pm; Capitol Ballroom [S]

The Next Wave: New SF from Across the Pond

Merlin, Demons, Apparitions, Clone, and others all premiered this year. What does this portend? Find out about the many new shows making their way out of the UK. R. Bowen (M); Sat 8:30 pm; Valdosta [S]

Surviving with Terry Nation

This panel explores the revival of "The Survivors," and hear about what's new with the Daleks, and the pilot rumors for *Blake's 7* on ITV. R. Levy, G. Cockrell (M); Sat 10:00 pm; Valdosta [S]

British Night at the Telly 2 (Video)

Night on the Telly II: Law and Disorder: Court is in session with a lively array of vids straight from the UK! R. Ray (M); Sat 11:30 pm; Valdosta [S]; 7 Hr(s)

SUNDAY

Torchwood: Children of Earth (DCTV DELAY)

Fans have waited a very long time for more episodes of *Torchwood*. Now they've gotten them. (Warning: this panel does contain spoilers!) R. Levy, G. Lloyd; Sun 10:00 am; Grand Ballroom A-F [S]

Doctor Who: the Classic Series

From Hartnell to McCoy, with McGann and even Cushing thrown in, these happy few fellows are the originals. Learn where the new series got its start. R. Levy, J. M. Tuffley, L. Robinson, R. Bowen (M); Sun 11:30 am; Capitol Ballroom [S]

Colin and The Amazing Technicolor Dreamcoat

No other actor endured more frustration, futility and hostility than Colin Baker. The BritTrack looks back at the 6th Doctor while shedding light on 25 years of awesome. J. Nye, A. Siler (M); Sun 1:00 pm; Valdosta [S]

Through the Anomaly, it's... PRIMEVAL!

Portals to the past are opening everywhere! Find out what's in store for Cutter and his intrepid group. (Spoiler Warning) M. Berry, A. Taylor, C. McCully (M); Sun 2:30 pm; Valdosta [S]

Brit Pop

Discover new sounds, new styles and trends in the UK's burgeoning music scene. This panel looks at the bands and artists that are making waves in the UK. R. Levy, A. Taylor, J. M. Tuffley; Sun 4:00 pm; Valdosta [S]

Better Than Life: The Return of Red Dwarf

There is more *Red Dwarf* on. Learn the latest on special and the classic episodes we all enjoy. No Smegheads allowed. (Spoilers Alert) R. Levy; Sun 5:30 pm; Valdosta [S]

Baker Street Irregulars: Sherlock Holmes

This panel examines Holmes progression from a literature to feature film, and looks at why Holmes remains so iconic. L. Robinson, M. Rule (M); Sun 7:00 pm; Valdosta [S]

The Next Doctor

Matt Smith is—right now—filming the 5th series of *Doctor Who*, with Karen Gillan as his new companion, one can't help but wonder: what's in store for them? Find out here! (Warning: This panel may contain SPOILERS!) R. Levy; Sun 8:30 pm; A601-A602 [M]

British Media Gaming II

Stop in to spend 2.5 hours playing games such as: Kingmaker, Monty Python Fluxx, Monty Python Illuminati, and Fagin's Gang. G. Cockrell (M); Sun 8:30 pm; Valdosta [S]; 2.5 Hr(s)

British Night at the Telly 3 (Video)

Night on the Telly III: Myth and Lagers: Fantasy figures abound in the last night of British telly! Tally Ho! R. Ray (M); Sun 11:30 pm; Valdosta [S]; 7 Hr(s)

MONDAY

Being Human

A vampire, a werewolf, and a ghost are flatmates. It sounds like the beginning of a bad joke, but it's one of the most imaginative new drama series on the telly. R. Bowen (M); Mon 10:00 am; Valdosta [S]

We Want Information: The Prisoner Panel

This annual gathering looks back at the career of Patrick McGoonan and previews the relaunch of a (gasp) "new" version. R. Levy, D. Motter, A. Taylor; Mon 11:30 am; Valdosta [S]

Torchwood: CSI Cardiff

Torchwood is more than just Captain Jack. Lets focuses on Gwen, Ianto, Rhys, PC Andy, and all the other characters in this amazing series. R. Levy; Mon 1:00 pm; Valdosta [S]

Everything Doctor Who

Like a giant Gallifreyan gumbo, anything and everything goes at this panel. If it's Who, it's here! R. Levy, G. Cockrell (M); Mon 2:30 pm; Valdosta [S]

So Long and Thanks for All The Fish:

BritTrack Feedback

So long and thanks for all the bliss! Say Goodbye, tell us how we did, get the left over swag. We need feedback and want it! R. Levy, C. McCully (M); Mon 4:00 pm; Valdosta [S]

COMICS AND POP ART (COMX)

FRIDAY

Celluloid Heroes-From Comics to Film

Delve into the process of bringing beloved comic book classics to life on the big screen, and the influence those portrayals have on the comics that spawned them. Featuring creators and actors from *Hellboy*, *The Mystery Men*, and *X-Men*. M. Brooks, M. Mignola, B. Davison, H. Slater, D. Jones, S. Hunt (M); Fri 10:00 am; Reg VI-VII [H]

D*C Comics Conference Session #7: Avengers Symposium on ASSEMBLED! 1 and 2

Take a look at what makes this superhero super team survive, and celebrate the release of *Assembled! 2: Earth's Mightiest Heroes and Villains*. Book release and signing follows in Comics Artists Alley. J. Crowe, K. DeCandido, V. Plexico, M. Brown, G. Perez; Fri 1:00 pm; Hanover F [H]

The Thrill of the Chase-catching Up with the Sketch Card Craze

The exciting world of sketch card collecting is explored with some of the genre's most popular illustrators. C. Staggs, D. Vasquez, R. Martinez, B. Denham; Fri 2:30 pm; Hanover F [H]

Dot Comics

A state of the union for fans of web comics, with some of the medium's favorite creators. P. Abrams, J. Burns, J. Breeden, G. Biggs, D. Reddick; Fri 4:00 pm; Hanover F [H]

Finishing Touches-the Fine Art of Comic Book Inking

A bevy of talented inkers from comics' top titles tell us why funny books just wouldn't look the same without them. N. Massengill, K. Story, D. Vines, T. Feister, R. Ramos, B. Curtis (M); Fri 5:30 pm; Hanover F [H]

Marvel vs. DC Family Feud

A new twist on an old favorite! Match wits with fandom's biggest brains for a shot at the title! V. Plexico; Fri 5:30 pm; Hanover C-E [H]

D*C Comics Conference Session #5:

Ethics in/of Comics

Scholarly presentations on the role of ethics as portrayed in the production of comics. M. Brown (M); Fri 7:00 pm; Hanover F [H]

Comics and Pop Art Reception-Dunny*Fest and Sketch Jam for HERO Initiative

Annual gathering of fans and creators for music, mingling, exclusive toy releases, and a signing by ten of Dunny's most exciting designers, presented by Kidrobot. Also, raise funds and awareness for HERO Initiative with comics' best! T. McPherson, B. Peters, H. Gee, Toy Baroness, D. A. Sket One, C. East; Fri 8:30 pm; Reg V [H]

Comics and Pop Art Reception Continues

More music, more mingling, live art, cocktails, contests and prizes! Fri 10:00 pm; Reg V [H]; 4 Hr(s)

SATURDAY

Promo Pack-the Art of Proper Promotion

Learn what it takes to successfully create a name for yourself in the pop art world with resources you have at your fingertips. S. Taylor, R. Witterstaetter, D. Vasquez, D. Reddick; Sat 10:00 am; Hanover F [H]

Hometown Hero-an Hour with Mark Brooks

One of the medium's most dynamic illustrators takes us on an insider's tour of his comics career with a special surprise gift for fans! M. Brooks, D. Clark (M); Sat 11:30 am; Hanover F [H]

Humberto Ramos-an hour with friends

Celebrate the 15th anniversary of the American comics debut of fan-favorite artist Humberto Ramos with an intimate look at his illustrious career. H. Ramos, J. Palmiotti; Sat 1:00 pm; Hanover F [H]

Style Guide-the Unique Vision of Darwyn Cooke

Arguably the most visionary creator of modern comics, Darwyn Cooke explains how he helped restore a generation's faith in graphic storytelling. D. Cooke, S. Hunt (M); Sat 2:30 pm; Hanover F [H]

Leaping from the Page-the Comics

Characters of Doug Jones

An intimate hour with Doug Jones, star of *Hellboy*, *Hellboy II*, *Pan's Labyrinth*, and *Fantastic Four: Rise of the Silver Surfer*. D. Jones, B. Curtis (M); Sat 2:30 pm; Int'l S [H]

Eric Roberts-Breathing Life into DC's Heavies

Meet the compelling actor who gave voice to Justice League's Mongul and The Dark Night's Boss Maroni-film and television legend Eric Roberts. E. Roberts, S. Hunt (M); Sat 4:00 pm; Hanover C-E [H]

Lowbrow Lowdown 2009 Part 1-Art Toys

Urban vinyl. Designer toys. Lowbrow loot. Whatever you call them, they are hotter than ever-these brilliant creators will help you understand why. Stay for a screening of *Scribble*. 08 at the end of the hour. T. McPherson, B. Peters, K. Olivas, D. A. L. Kuenzli (M); Sat 4:00 pm; Hanover F [H]

Lowbrow Lowdown-2009

See where the future of "lowbrow" art is headed, from some of popular culture's most important players. Begins after screening of *Scribble*. 08 at end of previous panel. C. Ryniak, T. Louie, A. Pardee, B. Self, M. Murphy (M); Sat 5:30 pm; Hanover F [H]

D*C Comics Conference Session #6:

Public Use of Comics

Journalism, Political Performance, and Religious Indoctrination-scholars show ways in which the comics medium is put to use in the public sphere. M. Brown; Sat 7:00 pm; Hanover F [H]

The Goon 10th Anniversary Inbred Hillbilly Hoedown!

Celebrate a decade of Eric Powell's award-winning comic book masterpiece, with the man himself! Music, contests, and a whole lot o' shenanigans! E. Powell; Sat 10:00 pm; Hanover C-E [H]; 2.5 Hr(s)

SUNDAY

Creative License-Crafting Comics from the Screen

Turning film and TV icons into comics characters provides perks and pitfalls-and in some cases requires a very thick skin! S. Gladden, G. Jeanty, S. Scott, H. Arnold, B. Curtis (M); Sun 10:00 am; Hanover F [H]

Local Flavor-Atlanta's Comics Treasure Trove

Spend an hour with a few of the top talents who make up the cream of Atlanta's creative crop, and find out why this city is a hotbed of comics genius. B. Burden, C. Hamner, F. Francavilla, L. Martin, S. Hunt (M); Sun 11:30 am; Hanover F [H]

Feminine Wiles-the Women of Pop Art

Five of modern art's most popular creators demonstrate that compelling illustration knows no gender. T. McPherson, K. Olivas, S. Christian, A. Conner, T. Trainor (M); Sun 1:00 pm; Hanover F [H]

Where Have all the Heroes Gone

Zombies, murderers, secret government agencies... remember when a fight on a giant typewriter made for a FUN comic?! Let's reminisce S. Scott, W. Vansant, D. Cooke, G. Perez, M. Golden, B. Curtis (M); Sun 2:30 pm; Hanover F [H]

Peculiar Memories-the Timeless Art of Days Unpast

On the edges of modern art exist days fondly remembered, yet never realized. Explore these oddly nostalgic never-times with the geniuses behind them. B. Peters, D. A. J. Bastian, T. Trainor (M); Sun 4:00 pm; Hanover F [H]

That's Illustration! A Look at Entertainment Art

Enjoy this look into the wildly popular genre of entertainment illustration with a stellar lineup of creators. J. Palmer, R. Martinez, M. Busch, D. Clark (M); Sun 5:30 pm; Hanover F [H]

Comics Conference Ses. #7: History, Technology, and Identity in Comics

Scholars discuss different ways that issues of identity play a role in superhero comics. M. Brown, B. Curtis (M); Sun 7:00 pm; Hanover F [H]

MONDAY

Scripted Response-a Writer's Guide to Compelling Comics

Thinking of penning your own 4-color masterpiece? This Q & A with comics' leading authors will lend priceless insight into what makes for a good read. P. Jenkins, D. Motter, B. Pulido, S. Taylor, D. Wagner, J. Palmiotti; Mon 10:00 am; Hanover F [H]

My Dark Heart-the Appeal of Wicked Art

There is no denying that the macabre never seems to go out of style. Take a walk on the wild side with the folks who live there! D. Brereton, J. Preston, M. Matthews III, S. Hunt (M); Mon 11:30 am; Hanover F [H]

Peepshow-Contemporary Pin-up Art

Lovely ladies never go out of style! Enjoy an hour with the artistic chefs who serve up heaping helpings of delicious visual cheesecake. J. Linsner, R. Larson, C. Christian, S. Shaw, T. McAadoo, D. Clark (M); Mon 1:00 pm; Hanover F [H]

Best of Burden-an Hour with Bob Burden

Get the inside story on award-winning Flaming Carrot creator Bob Burden, from his independent comic success to Hollywood and into the world of Pokey's Pal, Gumby. B. Burden, S. Hunt (M); Mon 2:30 pm; Hanover F [H]

My Great Big Fat Dragon*Con Experience!

Dragon*Con 2009 guests recount the good, the bad, and the beautiful in this intimate look at what they take away from this year's event. B. Holbrook, T. Taggart, S. Taylor, E. Basaldua, E. Morin, E. Embry; Mon 4:00 pm; Hanover F [H]

COSTUMING (CSTM)

FRIDAY

Trims, Additions, and Thrift Shops-A Little Goes a Long Way

Learn the secrets to adding the little things to make your costume go from drab to fab, and how Thrift Shops can be your best friend. S. Morgan, C. Mueller, F. Clements, T. Merrill; Fri 11:30 am; M103-M105 [M]

Form and Function-The ABC's of Leather and Armor

Learn how armor is created and maintained. Also, look at how leather can be used to make other types of costume pieces. C. Mueller, T. Merrill; Fri 1:00 pm; M103-M105 [M]

How to Begin Your Costume Skills

Every journey begins with a single step. Panelists will answer questions and show you how to get started from scratch on your latest designs. S. Morgan, C. Mueller, F. Clements, T. Merrill; Fri 2:30 pm; M103-M105 [M]

I Need a Hero-Costuming With Spandex

We will examine how to create the many hero, Anime, and spandex costumes we see every year. It is not easy to work with, but the effect can be great. Fri 4:00 pm; M103-M105 [M]

Friday Night Costuming Contest Pre-judging

THIS IS REQUIRED ALL ENTRANTS. This year we present a longer prejudging time for the contest. All entrants must arrive on time and in full costume. K. David, C. Lambeth, J. Cawley, F. Clements, P. Cole (J), M. Gear (J); Fri 5:30 pm; A601-A602 [M]; 2.5 Hr(s)

Armor in the SCA-Skills by Ackbar

Ackbar again takes us into the realm of the SCA and award winning armor creation for Renaissance Faires and SCA/Cosplay. Fri 5:30 pm; M103-M105 [M]

Big City Burlesque-Dressing Up for Showing it Off

A panel on the history and talents of Burlesques-style dancing and shows. Fri 7:00 pm; M103-M105 [M]

Friday Night Costuming Contest

Yearly Costuming Contest directed towards celebrating the workmanship in the building and creating of costumes. K. David, C. Lambeth, J. Cawley, N. Harsch, M. Sakuta, M. Gear (J), P. Cole (J); Fri 8:30 pm; Atrium Ballroom [M]; 2.5 Hr(s)

SATURDAY

I was a Punk-Taking a Look at Steampunk Costuming

The first in our panels to address the growing Steampunk culture. Looking at patterns, research, and design of the Victorian age. F. Clements, T. Merrill; Sat 11:30 am; M103-M105 [M]

It's a Cinch-Corset Designing and Drafting

Our University professionals to explain how corsets are created and maintained. S. Morgan; Sat 1:00 pm; M103-M105 [M]

Boys Will Be Girls

Join this informative and usually humorous look at how costumers can design items and design the look of one gender to be worn by the opposite one. C. Lambeth; Sat 2:30 pm; M103-M105 [M]

Wings and Things

The Fairy-folk return to demonstrate the magic of making beautiful fairy wings. Niki, J. Lackey; Sat 4:00 pm; M103-M105 [M]

2D to 3D-Bringing Your Designs to Life

Learn how to take your designs and make them a 3D reality. T. Patterson, C. Mueller, F. Clements, J. Mandala, A. Steinberger; Sat 5:30 pm; M103-M105 [M]

Historical Costuming with a Flair

Our Guests show their fabulous work and explain how historical recreation is done effectively. S. Morgan, C. Mueller, F. Clements, T. Merrill; Sat 7:00 pm; M103-M105 [M]

Dragon After Dark Assembly

Our judges look over costumes, and help with those last minute repairs. REQUIRED for contestants. D. Beauchamp, J. Lackey, S. Tortuga (J); Sat 8:00 pm; M103-M105 [M]

Dragon After Dark Contest

After hours contest that awards for the costumes that would not otherwise fit the family-friendly Sunday Night Masquerade. Nudity is not permitted. J. Ringo, D. Beauchamp, J. Lackey; Sat 9:00 pm; Atrium Ballroom [M]; 2.5 Hr(s)

SUNDAY

Looking Into Boots and Shoes

Take look at adding the right footwear to accent your costume. Whether bought or created, this can make a costume. C. Mueller, F. Clements, T. Merrill; Sun 10:00 am; M103-M105 [M]

Creating and Using Puppetry as Costume

Costumers use puppets and large-scale pieces for their costumes. Learn the tips and tricks of this age-old artform. C. Lambeth; Sun 11:30 am; M103-M105 [M]

Leather and Lace

Using Leather and natural materials to create the look of the modern day heroes in X-men, Daredevil, and Smallville. C. Mueller, F. Clements, T. Merrill; Sun 1:00 pm; M103-M105 [M]

Corseting Class 2-Waist Training

Our second panel to help pickup where the first design class leaves off. S. Morgan, F. Clements; Sun 2:30 pm; M103-M105 [M]

The Professional Look at Art and Design

Guests discuss how they come up with the wonderful covers and costume artwork and make them a reality. T. Fleming, C. Lambeth, T. Patterson, B. Pendarvis, J. Mandal; Sun 4:00 pm; M103-M105 [M]

Full Steampunk Ahead

Demystifying females costumes in Steampunk culture C. Mueller, F. Clements, T. Merrill; Sun 5:30 pm; M103-M105 [M]

Taking A Bigger Bite

Our team discuss the methods to get the perfect fangs and teeth prosthetics. Sun 7:00 pm; M103-M105 [M]

Fetish and Flair

From Purgatory to House Parties, costuming has moved away from holidays and conventions and into mainstream lifestyles. J. Lackey; Sun 11:30 pm; M103-M105 [M]

MONDAY

Adding Flair to Your Costume

A costume is never complete without the little extras. Learn how to accessorize your design without going overboard or over budget. D. Harmer; Mon 10:00 am; M103-M105 [M]

Brushing Up for the Show

With the growing interest in Face-painting and body art as costume, we present a entry level panel of airbrush and painting techniques. T. Merrill; Mon 11:30 am; M103-M105 [M]

MakeUp Sculpting-From Clay to Cast

Face-casting and ears for the aspiring makeup guru. Learn where to get materials and how to use them well. Mon 1:00 pm; M103-M105 [M]

Middle Eastern Costume Designs

Learn the process for makeup and costume design associated with the popular Bellydance craze. Bring your drums and veils! Mon 2:30 pm; M103-M105 [M]

Say It With Bling

Discussion on how to create or find the right piece to high-light your costume or design. Mon 4:00 pm; M103-M105 [M]

DARK FANTASY (DFH)

FRIDAY

New Blood

Come help us kick off this year's programming with this panel dedicated to writers new to urban fantasy and/or new to the Dark Fantasy track! Fri 11:30 am; Montreal/Vancouver [H]

A Writer's Guide to Goth and Punk

Explores ways that writers can create believable and accurate goth and punk characters. J. Everson, C. Kittredge, S. Kane, M. Mancusi; Fri 1:00 pm; Montreal/Vancouver [H]

Vampires Are The New Vampires

Vampires are always in style, no matter what decade it is. R. Laurey, A. Kontis, J. F. Lewis, R. Mead, A. Gilbreath, D. Tatum (M); Fri 2:30 pm; Montreal/Vancouver [H]

Memento Mori: Ghost Stories

How contemporary writers put a fresh spin on a venerable supernatural tradition. S. Nicholson, C. Priest, J. Maberry, S. Kane, K. Richardson; Fri 4:00 pm; Montreal/Vancouver [H]

Frightening Folklore

An exploration into the darker side of mythology and folklore. C. Golden, R. Guiley, J. Maberry, C. Kittredge, M. Mignola; Fri 5:30 pm; Cairo [H]

Looks That Kill: Gothic Fashion

How horror imagery has helped shape fashion. Fri 5:30 pm; Montreal/Vancouver [H]

An Hour With Charlaaine Harris

Writer Jeanne Stein interviews Charlaaine Harris, first lady of vampire mysteries, to see what surprise she can uncover. Fri 7:00 pm; Cent I [H]

Wishes, Mysteries, and Fallen Angels: An Hour With Crûxshadows

The world of the Crûxshadows and what their plans are for the future. Fri 7:00 pm; Montreal/Vancouver [H]

State of the Goth Scene

A look into the current state and possible future of the goth and "dark alternative" subculture. DJ Nemesis, William Faith, DJ Ichabod (M); Fri 8:30 pm; Cairo [H]

City of Dreadful Night

World-building in dark fantasy. C. Douglas, J. F. Lewis, C. Kittredge, S. Kane, K. Richardson, C. Malcolm (M); Fri 8:30 pm; Montreal/Vancouver [H]

Little Deaths

The strange relationship between eroticism and horror. E. Donald, G. Watkins, M. Belanger, J. Everson, S. Kane, M. Henry, D. Tatum (M); Fri 10:00 pm; Montreal/Vancouver [H]

SATURDAY

What Price Immortality?

Examines the trials and travails of immortality. R. Laurey, S. Sizemore, J. F. Lewis, M. Henry, R. Mead, A. Gilbreath, F. Zedde, C. Malcolm (M); Sat 11:30 am; Hanover C-E [H]

Patient Zero with Jonathan Maberry

Bram Stoker award-winning writer Jonathan Maberry discusses his new book Patient Zero, an apocalyptic world-ender. Sat 11:30 am; Montreal/Vancouver [H]

An Hour With Doug Bradley

An interview with Pinhead himself: Doug Bradley! D. Bradley, DJ Ichabod (M); Sat 1:00 pm; Intl N [H]

Scary Fairy Tales

A look in to the darker side of fairytale magic. T. Naifeh, P. Beagle, A. Kontis, C. Kittredge, T. Trent, R. Mead; Sat 1:00 pm; Montreal/Vancouver [H]

An Hour With Sherrilyn Kenyon

An interview with the bestselling author of the Dark-Hunter series. S. Kenyon, A. Kontis; Sat 2:30 pm; Cent I [H]

In Dark Places

Cross the threshold into haunted manors, cursed towns and other places angels fear to tread. C. Burke, J. Moore, S. Nicholson, P. Nutman, C. Priest, J. Everson, J. Maberry, M. Miller (M); Sat 2:30 pm; Montreal/Vancouver [H]

An Hour With Chelsea Quinn Yarbro

An interview with the author of the St. Germain series and other notable works of fiction and non-fiction. M. Belanger, C. Yarbro; Sat 4:00 pm; Montreal/Vancouver [H]

Echoes Of The Past

Old world and classical influences in modern goth and alternative music. Voltaire, Hellbinki Sextet, T. Ghosts Project, William Faith, Monica Richards, DJ Ichabod (M); Sat 5:30 pm; Cairo [H]

Vampires vs. Zombies

Authors judge the pros and cons of the living dead. E. Donald, P. Nutman, C. Priest, J. Stein, J. F. Lewis, M. Henry, A. Gilbreath, M. Mancusi, M. Miller (M); Sat 5:30 pm; Montreal/Vancouver [H]

The Firing Squad

Come and check out demos and recordings by up-and-coming artists-audience participation is encouraged! DJ Ichabod (M); Sat 7:00 pm; Cairo [H]

Fun With Demonology

Demons in fiction-both as heroes and as villains. C. Golden, M. Mignola, S. Kane, J. Kessler, R. Mead, J. Kenner; Sat 7:00 pm; Montreal/Vancouver [H]

Sound of Fear

Themes of the supernatural and the uncanny in music. Bella Morte, J. Everson, William Faith, Monica Richards, DJ Ichabod (M); Sat 8:30 pm; Cairo [H]

Undead in Dixie

The allure of vampires in southern literature. E. Donald, R. Hart, J. F. Lewis, C. Harris, C. Malcolm (M); Sat 8:30 pm; Montreal/Vancouver [H]

An Hour With Michelle Belanger

Author, metaphysician, musician...Michelle Belanger has led a fascinating life. M. Belanger; Sat 10:00 pm; Montreal/Vancouver [H]

SUNDAY

Paranormal Romance and Urban Fantasy

Comparing and contrasting two similar but distinct genres. R. Laurey, S. Sizemore, J. Heddle, J. Stein, J. Kessler, H. Osborn, M. Mancusi, J. Kenner, C. Malcolm (M); Sun 10:00 am; Montreal/Vancouver [H]

The Sacred and The Profane

A look at religion and spirituality in dark fantasy fiction. E. Donald, C. Golden, S. Nicholson, C. Priest, S. Allie, J. Everson, J. F. Lewis, J. Kessler, M. Miller (M); Sun 11:30 am; Montreal/Vancouver [H]

An Hour with Voltaire

An interview with creative Renaissance man, Voltaire. Voltaire; Sun 1:00 pm; Montreal/Vancouver [H]

Give 'em Hellboy!

An interview with Mike Mignola, the creator of Hellboy. S. Allie, M. Mignola; Sun 1:00 pm; Reg VII [H]

I Sing the Body Horrific

A look at body horror and themes of the grotesque. Andy Deane, D. Bradley, J. Moore, P. Nutman, J. Everson, S. Segal, J. Maberry; Sun 2:30 pm; Montreal/Vancouver [H]

Son of Funny as Hell

A look at humor in horror (or horror in humor). K. Anderson, T. Livingston, S. Allie, M. Henry, J. Kessler, J. Kenner, M. Miller (M); Sun 4:00 pm; Montreal/Vancouver [H]

Weird Tales

Stephen H. Segal presents a look into the current state of the magazine *Weird Tales*. S. Segal; Sun 5:30 pm; Cairo [H]

Tarot: Magic and Mystery

Metaphysicians and writers discuss the philosophy and imagery of the tarot. M. Belanger, R. Guiley, C. Yarbro, C. Gilbert (M); Sun 5:30 pm; Montreal/Vancouver [H]

Whatdunnit?

Mixing the supernatural and mystery genres. J. Stein, C. Douglas, S. Kane, K. Richardson, C. Harris, M. Miller (M); Sun 7:00 pm; Montreal/Vancouver [H]

Bleeding Into The Mainstream

How goth imagery is being used in the mainstream media. M. Belanger, Rogue, William Faith, DJ Ichabod (M); Sun 8:30 pm; Hanover C-E [H]

Working the Graveyard Shift

A look at the various jobs available to supernatural investigators and creatures of the night. J. Stein, C. Douglas, J. F. Lewis, C. Kittredge, S. Kane, K. Richardson, J. Kessler, M. Miller (M); Sun 8:30 pm; Montreal/Vancouver [H]

Vampires in Fact and Folklore

Occult expert Rosemary Ellen Guiley shares tales of vampirism in both fact and folklore. R. Guiley; Sun 10:00 pm; Montreal/Vancouver [H]

MONDAY

The Future of Urban Fantasy

Where does the genre go from here? J. Ward, A. Kontis, J. Heddle, J. Stein, H. Osborn; Mon 11:30 am; Montreal/Vancouver [H]

Under Raven's Wings: 200 Years of Poe

Poe's influence on popular culture-sometimes in unexpected ways. J. Ward, J. Everson, S. Segal, Rogue, K. Richardson, C. Gilbert (M); Mon 1:00 pm; Montreal/Vancouver [H]

You Can Still Rot in America!

A look at zombies-Dark Fantasy style! J. Maberry, M. Henry; Mon 2:30 pm; Montreal/Vancouver [H]

Anatomy Of A Fan-Track

Say farewell to another exciting year. Mon 4:00 pm; Montreal/Vancouver [H]

ELECTRONIC FRONTIERS FORUM (EFF)

FRIDAY

Obama Report Card

Has the Obama administration lived up to its pledges, or has it fallen prey to what some people are calling the "Bushification" of Obama? R. Schwartz, C. Tunnell; Fri 1:00 pm; 201 [Hil]

RIAA vs. Jammie Thomas

While thousands have settled, Jammie Thomas is the first file sharing case in court. We discuss the \$1.92 million judgment and what the future holds. Fri 2:30 pm; 201 [Hil]

Botnets

We discuss the latest developments in fighting "bot" networks being used for spam, fraud, and extortion. K. Wallace; Fri 4:00 pm; 201 [Hil]

Personal Privacy 101

Shredding mail, checking credit reports, pros and cons of using privacy services, using GPG to protect privacy, automated phone calls, etc. Fri 5:30 pm; 201 [Hil]

Knights Templar

The mysterious Order of the Knights Templar is often referred to in modern books, films, and games. How much is known about this organization? E. Dunin; Fri 7:00 pm; 201 [Hil]

RIP: A Remix Manifesto (Documentary)

A passionate examination of the 'corporatization' of popular American culture and the difficulty of creating derivative works. Fri 8:30 pm; 201 [Hil]

The Pirate Bay Legal Decision

We cover the legal issues of the Pirate Bay, the world's largest BitTorrent tracker site, whose owners lost a landmark case in April. Fri 10:00 pm; 201 [Hil]; 2.5 Hr(s)

SATURDAY

Intellectual Property Basics: Protecting YOUR Stuff

We discuss how your creations can be protected with copyright, trademarks, patents, and trade secrets, using a fictitious gaming product as example. Sat 10:00 am; 201 [Hil]

Spam, Spim, and Splog

We discuss fighting spam in all its forms including email, instant messages, and blog postings, and how private attorneys are helping. K. Wallace; Sat 11:30 am; 201 [Hil]

Kryptos and Other Unsolved Codes

Game designer and codebreaker Elonka Dunin describes some of the most famous and infamous codes yet to be broken. E. Dunin; Sat 1:00 pm; 201 [Hil]

Marketing with Twitter

We discuss the do's and don'ts of a successful marketing campaign with the popular microblogging site Twitter. How much is too much? G. Martin; Sat 2:30 pm; 201 [Hil]

ACTA: The "Secret" Copyright Treaty

Terms of the ACTA treaty are being discussed in secret by vested interests in the entertainment industry, creating controversy. Sat 4:00 pm; 201 [Hil]

Problems with Banking Codes

Your banking account numbers and access codes may be less secure than you think. We discuss problems that may impact your personal security. Sat 5:00 pm; 201 [Hil]

Hacking 101

Hacking 101 returns for another glorious year! Just what is a hacker anyway? Culture, history, contacts, resources, more info, by se2600.org R. Schwartz; Sat 7:00 pm; 201 [Hil]

Don't Talk to Cops

How talking to police during police encounters can cause you to give up important rights. A. Greenberg, K. Mikos; Sat 8:30 pm; 201 [Hil]

Hacker Film Festival

Hacker-themed short films from independent producers. Titles include: "SHADOW. NET", "Urban Wolf", and "RealTIME-It's Just a Game" Sat 10:00 pm; 201 [Hil]; 2.5 Hr(s)

SUNDAY

The Wikipedia Effect

A top-200 Wikipedian gives a talk on the "free encyclopedia that anyone can edit," which is growing at a rate of over 2,000 articles per day. E. Dunin; Sun 11:30 am; 201 [Hil]

Copyright 101

How does copyright work? Do you have to register to copyright your stuff? What if someone uses your work without permission? Sun 1:00 pm; 201 [Hil]

Self Publishing

A new generation of on-demand book publishers now makes it possible to have books printed on demand, even one at a time. Risks/rewards discussed. J. Breeden, S. Sigler, G. Martin; Sun 2:30 pm; 201 [Hil]

Cybersecurity Act of 2009

We discuss the proposed Cybersecurity Act of 2009, which would grant the federal government unprecedented control of private networks. Sun 4:00 pm; 201 [Hil]

Digital Millennium Copyright Act: Safe Harbor or Rocky Shoals?

We will focus on the safe harbor provisions of the DMCA for ISP's. What is the safe harbor? What about protections against secondary liability? Sun 5:30 pm; 201 [Hil]

Busted: How to Protect Your Rights During Encounters With Law Enforcement

Screening of the documentary "Busted", by flexyourrights.org. Learn how to protect your rights during encounters with the police. A. Greenberg, K. Mikos; Sun 7:00 pm; 201 [Hil]

Webcomics

A behind-the-scenes look at what it takes to produce a successful web-based comic strip series, given by established artists and authors. B. Holbrook, H. Cressall, J. Breeden, J. Lotshaw; Sun 8:30 pm; 201 [Hil]

Hacking 201

Q & A from our panel of experts. Play "stump the hacker", maybe you'll win a prize! Brought to you by se2600.org. E. Dunin, R. Schwartz; Sun 10:00 pm; 201 [Hil]; 2.5 Hr(s)

MONDAY

Hacking 301

Many folks quietly drinking coffee. Very quietly. Mon 10:00 am; 201 [Hil]

Encrypted Art of James Sanborn

Elonka Dunin discusses the works of American sculptor James Sanborn, creator of Kryptos and other encryption-themed sculptures. E. Dunin; Mon 11:30 am; 201 [Hil]

eVoting: 2008 in Review

We discuss problems with electronic voting systems and how the 2008 elections may have been affected. Mon 1:00 pm; 201 [Hil]

Digital Forensics and Anti-Forensics

Panelists discuss how computerized and/or networked technology is investigated and what can be done to defend against such investigations. Mon 2:30 pm; 201 [Hil]

Wrap-Up and Comments

Give us your comments, questions, and ideas for future panels. Mon 4:00 pm; 201 [Hil]; 30 min

FILKING (FILK)

FRIDAY

Early Meet and Greet

Early meet and greet staff and Filk performers. Fri 11:30 am; Inman [H]

Panel discussion: What is Filk?

Panel with filk performers discussing what is filk? Different flavors of filk. Fri 1:00 pm; Inman [H]

Filking

Some filking to get the weekend started! Format is Pick, Pass, or Play Fri 2:30 pm; Inman [H]

Performance: Pandora Celtica

Fri 4:00 pm; Inman [H]

Workshop: InstaFilk

Create a Filk song to a well known tune. Group participation. Fri 5:30 pm; Inman [H]

Performance: Bedlam Bards

Fri 7:00 pm; Intl N [H]

Performance: Tom Smith

Fri 8:30 pm; Intl N [H]

Filking

Format is Pick, Pass, or Play Fri 10:00 pm; Inman [H]

Open Filk

Open Filking in Filk Room Fri 11:30 pm; Inman [H]; 4 Hr(s)

SATURDAY

Filk in the A.M.

Filking before 'noon! Format is Pick, Pass, or Play Sat 11:30 am; Inman [H]

Filking 101

Tips and techniques for beginning filkers and filkers who would like to perform as performers or merely as Filk participants. Sat 1:00 pm; Inman [H]

Performance: Bedlam Bards

Sat 2:30 pm; Inman [H]

Filking

Open filk. Format is Pass, Pick, or Play Sat 4:00 pm; Inman [H]

Performance by Marc Gunn

Sat 5:30 pm; Inman [H]

Performance: Pandora Celtica

Sat 7:00 pm; Inman [H]

Filk and Cookies

Open Filking and socializing. Sat 8:30 pm; Inman [H]

Performance Tom Smith

Sat 10:00 pm; Intl N-South [H]

Open Filk

Open Filking. Format is Pick, Pass, or Play Sat 11:30 pm; Inman [H]; 4 Hr(s)

SUNDAY**Filking Workshop**

Themed Filks fantasy or fandom Sun 11:30 am; Inman [H]

Performance: Bedlam Bards

Sun 1:00 pm; Inman [H]

Panel

How to write filk songs. Sun 2:30 pm; Inman [H]

Performance Marc Gunn

Sun 4:00 pm; Inman [H]

Filking

Open filk. Format is Pass, Pick, or Play Sun 5:30 pm; Inman [H]

Performance Tom Smith

Sun 7:00 pm; Reg V [H]

Performance: Bedlam Bards

Sun 8:30 pm; Reg V [H]

Filking

Open Filking, Format is Pass, Pick, or Play Sun 10:00 pm; Inman [H]

Filk-Open Filk

Sun 11:30 pm; Inman [H]; 4 Hr(s)

MONDAY**Filk-Open Discussion**

Mon 10:00 am; Inman [H]

Open Filking

Mon 11:30 am; Inman [H]

Filk

Open Filking. Format is Pass, Pick, or Play Mon 1:00 pm; Inman [H]

Filk-Panel and Discussion: What Worked and What Didn't

Panel to solicit feedback about what worked for this year's filk track and what didn't. What would you like to see more of? Etc. Mon 2:30 pm; Inman [H]

**GAMING PROGRAMMING
(GAME)**

FRIDAY**Introduction to Dragon*Con LARPS**

We will take a look at the LARPs presenting games at Dragon*Con this year, as well as the LARPs on display. We will review basic LARP concepts. Fri 5:30 pm; Grand Salon B [Hil]

SATURDAY**Indie RPG Forum Part 2**

Ever wanted to tell a game designer what you thought personally? Here's your chance. Sat 1:00 pm; Grand Salon B [Hil]

LARP Character Workshop

What makes a good LARP character? This panel will cover basic design and techniques and will also touch upon more advanced concepts. Sat 4:00 pm; Grand Salon B [Hil]

Storytellers' Roundtable

Group discussion with Storytellers from a variety of LARPs. Our starting topic: Pre-planned versus Improvisational LARPing and the use of NPC's. Sat 5:30 pm; Grand Salon B [Hil]

SUNDAY**LARP Character Workshop**

This panel will cover basic design and techniques and will also touch upon more advanced concepts. Sun 10:00 am; Grand Salon B [Hil]

LARP System Design: The Player or the Character?

Group discussion with noted LARP designers. What is the appropriate balance of player skill and character skills? Sun 1:00 pm; Grand Salon B [Hil]

LARP Genres: Moving beyond Fantasy

This panel discussion will discuss what LARP formats best support what genres, and if any genres do not adapt well to the multiple protagonists. Sun 4:00 pm; Grand Salon B [Hil]

LARP Costuming and Props Exhibition

LARP costume designers and players will come forward to show off some of their latest creations! Audience members encouraged to come in costume. Sun 8:30 pm; Grand Salon B [Hil]

MONDAY**The Dragon*Con LARP Challenge**

Roundtable design session with audience interaction-we will tap the talent of top LARP designers for a "whiteboard design session" in which we will develop a LARP setting and overview of a system with the goal of running a session of this system for Dragon*Con 2010! Mon 10:00 am; Grand Salon B [Hil]

**INDEPENDENT FILM AND
FESTIVAL (FILM)**

FRIDAY**Film Festival: Inaugural Block—****International Shorts**

Come see attic-elephants from Britain, online assassins from Germany, a cyborg from Canada, animation from Bosnia, and more. Fri 10:00 am; The Learning Center [H]

Film Festival: Star Wars Fan Film and Sci-Fi

Expect a superhero, time traveling, stop motion aliens, and a light saber duel in a war zone in a galaxy far far away Fri 11:30 am; The Learning Center [H]

Film Festival Kickoff—General Info and Announcement of Opening Film

Hear what to expect from the Film Festival and Track (events, guests, short film/feature screenings), plus we will screen this year's signature film Fri 1:00 pm; The Learning Center [H]

Beginning Cinematography: Lighting and framing for video, HD and film.

How to take the cheap look out of your filming without taking the cheap out of your budget. H. Cressall, J. Ello; Fri 2:30 pm; Cairo [H]; 2.5 Hr(s)

Film Festival: Animation Bock 1

The best in animation. Dinosaurs, monsters, trouble-making toons, dancing chameleons, and mythic kings abound. S. Boe, W. Boe; Fri 2:30 pm; The Learning Center [H]

An Hour with Tobe Hooper, Iconic Horror Director

Maker of *The Texas Chain Saw Massacre*, *Salem's Lot*, *Poltergeist*, and *Lifeforce* talks about his raw gore-filled roots through slick, block-busters. T. Hooper; Fri 4:00 pm; The Learning Center [H]

Film Festival: Science Fiction—Aliens

THEY'RE COMING: to distant planets where cyborgs morn; to remote observatories, and to a German town trying to make a name for itself. Fri 5:30 pm; The Learning Center [H]

The Short Films of Doug 'Pinhead' Bradley

Thought *Hellraiser* was creepy? Come see *On Edge* and *Red Lines*, then listen to Doug Bradley talk about his work on these two short films. D. Bradley; Fri 7:00 pm; The Learning Center [H]

Feature Screening: From Inside

A feature length post-apocalyptic film based on an epic graphic novel. Screened with Festival shorts. Fri 8:30 pm; Intl S [H]; 2.5 Hr(s)

Cult Cinema: Blaxploitation

A no-holds-barred discussion of THE defining genre of exploitation cinema. Racist? Brilliant? Socially Relevant? Come and yell your opinions. Fri 11:30 pm; The Learning Center [H]

Film Festival: Twisted Tales followed by the feature, The Death of Alice Blue

The bizarre and the truly wrong, with *The Baby Shredder Song*, naughty puppets, Clowns vs Ninjas, and more! Voltaire; Sat 1:00 am; The Learning Center [H]; 2.5 Hr(s)

SATURDAY

Filmmaker Gathering

A time for the makers of this year's films (and anyone else interested) to meet, talk about projects, share their work and learn about film making. S. Boe, W. Boe; Sat 10:00 am; The Learning Center [H]

Big Effects on a Tiny Budget

It used to be that for explosions and spaceships, you needed a lot of cash. Times have changed. Come see how. Sat 11:30 am; Cairo [H]

Film Festival: Animation Block 2—Twisted Toons

When good toons go bad: murderous school clubs, suicidal poets, hungry zombies, gore soaked giants, and a dark parable of Christmas Voltaire; Sat 11:30 am; The Learning Center [H]

How to do Digital Filmmaking, Start to Finish-Part 1

Learn the fundamentals: from script development and budgeting through the shoot. Practical demonstrations focused on low budget filmmaking. H. Cressall, J. Ello; Sat 1:00 pm; Cairo [H]; 2.5 Hr(s)

Film Festival: Suspense

Internet intrigue, gritty noir, murder, and pain: U.S. tourist stalked by CTV cameras in France; underworld killer finds something worse, and more! Sat 1:00 pm; The Learning Center [H]; 2.5 Hr(s)

How to do Digital Filmmaking, Start to Finish-Part 2

Learn the fundamentals of editing, compositing, and special effects. We'll concentrate on green screens, 3d animation, and video compositing. H. Cressall, J. Ello; Sat 4:00 pm; Cairo [H]

Feature Screening: Mythic Journeys; Screening with festival shorts

A mixture of live action and animation examines the roll of myth. Starring Mark Hamill, Tim Curry, Lance Henriksen. w/X-Mess Detritus and Tree of Knowledge D. Maitz, Voltaire, J. Wurts, M. Downey, S. Boe, W. Boe; Sat 4:00 pm; Reg V [H]; 2.5 Hr(s)

Film Festival: The Lighter Side of Horror

Like terror with a laugh? We have *Death* as a babysitter, ghosts in marriage counseling, a vampire with a plush lamb, killer toy penguins, and more. Sat 7:00 pm; Intl N [H]

The Making of Horror: Light and Dark

The filmmakers behind our horror and horror comedy shorts discuss putting terror on screen, techniques, and war stories. Sat 8:30 pm; The Learning Center [H]

Film Festival: Horror

Night is time for chills with these shorts filled with cannibalistic mothers, rush hour monsters, psychotic undead, and Bollywood zombies. Sat 10:00 pm; The Learning Center [H]

Cult Cinema: Asian Horror

With *The Ring* and *Ju-on*, Asian horror shook the cinematic world. Brilliant, dull, fresh, or last year's news? Come and argue! Sat 11:30 pm; The Learning Center [H]

Film Festival: A Feast of Zombies—Shorts and the Feature George's Intervention

Laugh and cringe with our zombie flicks: rednecks hunt undead on reality TV, zombies compete in ice sports, and friends throw a zombie meat intervention. Sun 1:00 am; The Learning Center [H]; 2.5 Hr(s)

SUNDAY

Film Festival: The Hunt for Gollum and Other Fantasies

Aragorn seeks Gollum in a LotR fan film, travelers fight a guardian on a mythical bridge, and animation with Jim Belushi, Joey Fatone, and Tim Curry. Sun 10:00 am; The Learning Center [H]

Independent Film Directing

With over 24 years as an FX coordinator and director, plus an instructor at Tom Savini's school, Matt Green knows the film business, and he'll tell all. M. Green; Sun 11:30 am; Cairo [H]

Film Festival: Existential Shorts—

Thoughtful, Exciting, and Award Winning Fairies in the garden. A winged man. Street thugs who read *The Art of War*. A true story of the reenactment of the crucifixion, w/nails. And more. Sun 11:30 am; The Learning Center [H]; 2.5 Hr(s)

Film Tech: New Camera Technologies

Shoot your feature on a \$40 SD chip or shoot your next movie on a digital SLR—no really! The pros/cons/ headaches of non-tape production. H. Cressall, J. Ello; Sun 1:00 pm; Cairo [H]

Sci-Fi Sets on the Cheap

One man's garbage is another man's starship. Found materials as set dressing, basic light-weight construction, essential tools for set construction. H. Cressall, J. Ello; Sun 4:00 pm; Cairo [H]

Film Festival: Comedy

An out-of-work toon has words with a film exec, a commercial shoot gets out of control, and naked strangers find themselves in an enchanted bathtub. Sun 4:00 pm; The Learning Center [H]

Behind the Camera

Stephen, Thomas, and Julie tell us more about their latest projects and have brought some clips to show us. S. Furst, J. Brown, T. Dekker; Sun 5:30 pm; Reg V [H]

Tobe Hooper on Short Film

The director of *The Texas Chain Saw Massacre* and *Poltergeist* speaks about his twisted "Dance of the Dead" shot for *Master's of Horror* and other short work. T. Hooper; Sun 5:30 pm; The Learning Center [H]

Putting Science Fiction on Screen

Our festival filmmakers (with credits including the *Narnia* films, *A Night at the Museum*, *The Golden Compass*) discuss creating a Science Fiction Film. Sun 7:00 pm; The Learning Center [H]

Film Festival: Science Fiction

A superhero confronts invaders, a nuclear holocaust changes Earth, and a space epic filled with aliens, incredible fights, and FX to blow you away Sun 8:30 pm; The Learning Center [H]

Film Festival: The Lighter Side of Violence

An action hero gets it wrong, over and over. A female assassin tries to turn over a new leaf, sort of. And more. Starring Patrick Warburton, Ted Raimi Sun 10:00 pm; The Learning Center [H]

Cult Cinema: Torture Porn

Nothing has more violence than this new horror genre. Is the label appropriate? Is it art, filth, or even entertainment? Come scream your opinion Sun 11:30 pm; The Learning Center [H]

Film Festival: Unspeakable Acts

These horror tales will haunt your dreams: Stalkings, murders, and mad dentistry. Starring Doug "Pinhead" Bradley (followed by 1 hr of festival favorites). Mon 1:00 am; The Learning Center [H]; 2.5 Hr(s)

MONDAY

Short Film Festival: Filmmaker Discussion

Everyone is invited to our discussion of short filmmaking. We'll hear funny and painful production stories, swap info, and speak uncomfortable truths S. Boe, W. Boe; Mon 10:00 am; Reg V [H]; 2.5 Hr(s)

Film Festival: 2009 Awards Ceremony

Come see who are the winners of the 2009 Dragon*Con Independent Short Film Festival. T. Hooper; Mon 1:00 pm; Reg V [H]

Film Festival: Award Winning Shorts

We'll screen as many of this year's award winners as we can squeeze in. Horror, sci-fi, comedy, animation, fantasy, and more! Mon 2:30 pm; The Learning Center [H]

Film Festival Closing: What's Next for our Filmmakers and Wrap-up

What went right? Wrong? What was just weird? Our director will wrap-up another year and we'll leave time for the traditional end-of-fest beer Mon 4:00 pm; The Learning Center [H]

LIVE PERFORMANCES (LIVE)

THURSDAY

Dragon*Concert: Rennfest/Celtic Extravaganza!

This is what you get you you take Three Quarter Ale, Pandora Celtica and Emerald Rose and put them all in a room together! Thu 7:30 pm; Atrium Ballroom [M]; 2.5 Hr(s)

Spider Lilies

Thu 10:00 pm; Cent II-III [H]

Voltaire-Acoustic

Thu 11:30 pm; Cent II-III [H]

FRIDAY

WEEP

Sat 12:00 am; Atrium Ballroom [M]

How I Beame The Bomb

Sat 12:00 am; Cent II-III [H]

Abney Park

Sat 1:30 am; Atrium Ballroom [M]

Bella Morte

Sat 1:30 am; Cent II-III [H]

Dragon*Dance with VJ Anthony

Sat 2:30 am; Atrium Ballroom [M]

SATURDAY

Hellblinki Sextet

Sun 12:00 am; Atrium Ballroom [M]

Dragon*Concert: Cruxshadows

Sun 12:00 am; Cent II-III [H]

Voltaire

Sun 1:30 am; Atrium Ballroom [M]

Lips Down on Dixie

The Rocky Horror Picture Show featuring the LipsDown on Dixie live performance cast! Let's do the Time Warp again! B. Bostwick; Sun 1:30 am; Cent II-III [H]; 2.5 Hr(s)

Dragon*Dance with DJ NEMESIS

Lace up your boots, bring a helmet, and get ready to dance! DJ Nemesis; Sun 2:30 am; Atrium Ballroom [M]; 2.5 Hr(s)

SUNDAY

I Fight Dragons

Mon 12:00 am; Atrium Ballroom [M]

Faith and The Muse

Mon 12:00 am; Cent II-III [H]

mc chris

Mon 1:30 am; Atrium Ballroom [M]

Ayria

Mon 1:30 am; Cent II-III [H]

Dragon*Dance with DJ Catt Ninetails

Join DJ Catt Ninetails as she spins the night away. Mon 2:30 am; Atrium Ballroom [M]; 2.5 Hr(s)

LIVE PERFORMANCES - CONCOURSE (CONC)

FRIDAY

Emerald Rose

Fri 12:30 pm; Concourse [H]; 30 min

Marc Gunn

Fri 2:00 pm; Concourse [H]; 30 min

Bedlam Bards

Fri 3:30 pm; Concourse [H]; 30 min

Flynn's Folly

Fri 5:00 pm; Concourse [H]; 30 min

Three Quarter Ale

Fri 6:30 pm; Concourse [H]; 30 min

SATURDAY

Emerald Rose

Sat 11:00 am; Concourse [H]; 30 min

Faith and the Muse

Sat 12:30 pm; Concourse [H]; 30 min

Abney Park

Sat 3:30 pm; Concourse [H]; 30 min

Bella Morte

Sat 5:00 pm; Concourse [H]; 30 min

Pandora Celtica

Sat 6:30 pm; Concourse [H]; 30 min

SUNDAY

Ghosts Project

Sun 2:00 pm; Concourse [H]; 30 min

Tom Smith

Sun 3:30 pm; Concourse [H]; 30 min

Hellblinki Sextet

Sun 5:00 pm; Concourse [H]; 30 min

Spider Lilies

Sun 6:30 pm; Concourse [H]; 30 min

MONDAY

The 3rd Annual Dragon*Con Open Violin Jam

Mon 12:30 pm; Concourse [H]; 30 min

Emerald Rose

Mon 2:00 pm; Concourse [H]; 30 min

MMORPG (MMO)

FRIDAY

Inside the Apocalypse: The Making of Fallen Earth

Learn how developers balanced their wishes as gamers with a tight production schedule. We'll have a demo of *Fallen Earth* and in-game items for session participants. Fri 11:30 am; Athens [S]

Guild Wars

Massively.com's own Shawn Schuster answers your questions about *Guild Wars*. Fri 1:00 pm; Athens [S]

Quest Givers Signup

Join the ranks of the indispensable NPCs and send heroes on epic, and not so epic, quests! Fri 1:00 pm; Augusta [S]; 4 Hr(s)

Dead MMO Panel

Discuss *Auto Assault*, *Earth and Beyond*, *Tabula Rasa*, and other dearly departed games with your fellow mourners. Fri 2:30 pm; Athens [S]

Funcom Q & A-Anarchy Online

Anarchy Offline-Query and abuse session with Funcom Designers about *Anarchy Online*. Where the hell is Rubi-Ka, anyway? Fri 4:00 pm; Athens [S]

Age of Conan

Age of Conan has recently undergone a lot of changes, and the Funcom gang has the latest news and information from the land of Hyborea. Fri 5:30 pm; Athens [S]

Machinima

Christina Rollins (aka Romily) presents popular Machinima from around the globe. See what is blazing new trails for future Machinimists! Fri 5:30 pm; Augusta [S]; 2.5 Hr(s)

Second Life

Seraphina Brennan discusses Linden Lab's *Second Life*. How will recent legislation in Asia and Australia affect this virtual world and others like it? Fri 7:00 pm; Athens [S]

Fun*con 2009

Funcom knows how to throw a party, so dance til you drop and stay for all of the prizes that Funcom will be giving away. Fri 10:00 pm; A601-A602 [M]; 5.5 Hr(s)

Global Agenda-Open All Night

Dragon*Con Exclusive Event! Hi-Rez studios has a hands-on demo of this exciting new sci-fi MMO. Check out the PvE missions, and PvP death matches. Fri 10:00 pm; Other: 309-312 (Hil); 8.5 Hr(s)

SATURDAY

World of Warcraft for Newbies

Get advice, guidance, and hear stories of what not to do from veterans of Azeroth to help you enjoy Blizzard's wildly-popular MMO. Sat 10:00 am; Athens [S]

Free (and Freemium) MMOs

Micropayments, flash, and fun, oh my! Is free-to-play actually free? Krystalle Voecks dishes the inside information on Free-to-Play MMORPGS Sat 10:00 am; Augusta [S]

Lord of the Rings Online

Grab some Lembas and your pipe and pore over Tolkien's world made digital with a Fellowship of your own. Sat 11:30 am; Athens [S]

FusionFall, an MMORPG from Cartoon Network

Meet the designers of, the online universe where you can interact with Cartoon Network characters. Free demo keys, giveaways, and in-game items. Sat 11:30 am; Augusta [S]

Lore of Warcraft

Learn the nooks and crannies that make up the backstory of Azeroth and beyond. Loremasters answer your questions about the *World of Warcraft* universe. K. DeCandido, R. Knaak; Sat 11:30 am; Capitol Ballroom [S]

All About Eve (Online)

Whether you're a solo prospector, or a deep-space combat vet, come share tips, tricks, and questions about *EVE Online* with Ned Coker from CCP Games. Sat 1:00 pm; Athens [S]

Force of Arms, Q & A with Wardog Studios

An exciting sneak preview of this upcoming mech-based MMO. Sat 1:00 pm; Augusta [S]

Best of MMORPG Screenshots and Videos

Breathtaking screenshots intermingled with dramatic (and frequently hilarious) videos-scripted and otherwise-crafted using our favorite games. Sat 1:00 pm; Capitol Ballroom [S]

MMO Industry Roundtable

Representatives from Cartoon Network, CCP Games, Funcom, Hi-Rez Studios, and Sony Online Entertainment, discuss issues affecting the MMO industry. K. Voecks (M); Sat 2:30 pm; Athens [S]

AdventureQuest Worlds-Meet and Greet

Meet the team who make this flash-animation role playing game while winning prizes, punting Moglins, watching never-before-seen movies, and more! Sat 2:30 pm; Augusta [S]

Star Wars: The Old Republic

Will the Force be with this Star Wars-based MMORPG? Join us as Krystalle Voecks gives us the inside scoop on what *SW:TOR* has to offer. Sat 4:00 pm; Athens [S]

Kingdom of Loathing

Take a grogini-fueled romp through the satirical (and free!) side of online gaming. We have demos, videos, hints, tricks, trivia, and prizes! Sat 4:00 pm; Augusta [S]

Watch The Guild

Watch *The Guild* with the producer, creator, and star Felicia Day who will be answering your questions. Sat 4:00 pm; Capitol Ballroom [S]; 2.5 Hr(s)

Guildie As Charged

Nothing can raise a person's blood pressure quite like being in a raiding guild. We offer survival tips for dealing with your guildmates. Sat 5:30 pm; Athens [S]

Runes of Magic

Meet Frogster Interactive, developers of this exciting MMO, with guild castles, destructible buildings, free updates, and an in-depth crafting system. Sat 5:30 pm; Augusta [S]

Legal Issues in MMO Gaming

Talk with Thomas Mihill, a lawyer who specializes in legal issues in the online world. Gold farming, intellectual property, scams and scam artists, if you have questions, we have answers. Sat 7:00 pm; Athens [S]

The Future of Storytelling in MMO's

Meet Aaron de Orive, whose credits include *Star Wars Galaxies*, *Star Wars: The Old Republic*, *Anarchy Online*, and *Tabula Rasa*, as he shares with us how things will be changing in the future. A. de Orive; Sat 7:00 pm; Augusta [S]

Machinima

Stolen Life, featuring the voice talents of Claudia Black, is regarded as one the best works of machinima to date. Don't miss this blockbuster of the machinima genre! Sat 8:30 pm; Augusta [S]; 2.5 Hr(s)

Party of Loathing

Calling all Disco Bandits and Turtle Tamers, come to the Kingdom of Loathing party! Gain adventures with KoL-themed drinks and finger foods, just don't end up in a drunken stupor! Meet and mingle with other players at this informal gathering. Sat 10:00 pm; Athens [S]; 4 Hr(s)

World of Warcraft-Tournament of Azeroth (and Party)

Take home the Gold, Silver, or Copper! Feats of strength! Airing of grievances! Mocking of the other faction! **Punting of Gnomes.** The highlight of the 2008 MMO track is back, bigger and better than ever! Sat 10:00 pm; Capitol Ballroom [S]; 5.5 Hr(s)

Age of Conan-Open All Night

Funcom has been improving Age of Conan and they're ready to show it off. A hands-on sneak-peek at the extensive changes through the landscape of Hybrya Sat 10:00 pm; 309-312 (Hil); 4 Hr(s)

SUNDAY

Star Wars Galaxies

Star Wars Galaxies just celebrated its 6th Anniversary and is still going strong! Chat with former SWG Events Manager, Jason "Pex" Ryan, about the ongoing saga of the galaxy. Rebels and Imperials welcome. Leave your weapons (and droids) at the door. Sun 10:00 am; Athens [S]

Jumpgate Evolution

Netdevil is working on the next...evolution...of their Jumpgate franchise. Come and meet the folks at Netdevil as they answer your questions about *Jumpgate: Evolution* and give you a sneak peek at this exciting space combat MMO. Sun 10:00 am; Augusta [S]

World of Warcraft User Addons

Cameron "CKKnight" Knight, the genius behind WoWAce.com, Pitbull, and most of the best addons for WoW is back this year, and we hope you will be too. Sun 10:00 am; Capitol Ballroom [S]

The 7th Annual EverQuest Meet and Greet

The tradition continues: a social shindig spanning from Norrath to the plane of your favorite deity. *EverQuest* turned 10 years old this year, and Sony Online Entertainment has come to help us celebrate! Sun 11:30 am; Athens [S]

Champions Online

Get the inside scoop on *Champions Online* from Shawn Schuster and Sera Brennan from Massively.com. Sun 11:30 am; Augusta [S]

What's Wrong With WoW?

This one is for all the haters out there. Got a problem with the best selling MMO of all-time? Now's your chance to tell the world how you feel about it. Sun 1:00 pm; Athens [S]

Q & A with Global Agenda

If you were unable to join us for the "Open All Night" gaming session with Hi-Rez Studios and their upcoming game *Global Agenda*, the folks from Hi-Rez Studios will be on hand to answer your questions about this upcoming release. Sun 1:00 pm; Augusta [S]

EverQuest 2

Join EQII Senior Producer, Alan "Brenlo" Crosby, and Community Manager, Christie "Kiara" Renzetti, and other SOE Reps for a chat about SOE's critically acclaimed online world of adventure. Oh, wait. We <3 gnomes. Sun 2:30 pm; Athens [S]

Warhammer Online Player Gathering

Get your Warhammer on, and hoist a flagon with your mates, or just trade jovial barbs with those cretins on the other side in the WAR room. Siege weapons may need to be checked at the door. WAAAAAAAAAAAAAGH! Sun 2:30 pm; Augusta [S]

Free Realms

Learn about SOE's newest MMO with Community Manager, Jason "Pex" Ryan. *Free Realms* brings to life a whimsical, virtual world where gamers can explore, compete, drive race cars, raise pets, socialize, and much more in a family-friendly environment. Sun 4:00 pm; Athens [S]

Star Wars Combine

This is a browser based MMORPG designed and run by fans. After being around for more than a decade, the game is still attracting new fans and growing. Come to learn from veteran players about a unique gaming experience. Sun 4:00 pm; Augusta [S]

NASA's Almost-MMO

An MMO by NASA?! Is an MMO that is designed purely for educational purposes worth the trouble? A sci-fi author and a NASA scientist think so. Sun 4:00 pm; Capitol Ballroom [S]

The Agency

SOE representatives show us a preview video and discuss this fast-paced game in an online persistent world; a modern setting of bullets, bomb blasts, and betrayal, superspies and rugged mercenaries, high technology and low tactics. Sun 5:30 pm; Athens [S]

City of Heroes-Return of the Spandex

Meet your fellow Superheroes (and Supervillains) and swap stories of your heroic (or villainous) exploits. We will have activities and giveaways. Sun 5:30 pm; Augusta [S]

Hardcore MMO Trivia

How much do you know about MMO's other than *World of Warcraft*? Test your brains against the best and brightest of hardcore MMO fans. Everyone plays, anyone can win, and we even have phat lewtz! Sun 5:30 pm; Capitol Ballroom [S]; 2.5 Hr(s)

DC Universe Online

Talk with SOE representatives and preview a video of SOE's upcoming MMO, where players will enter the DC Universe and do battle in locations like Gotham City and Metropolis. Sun 7:00 pm; Athens [S]

Machinima

Presenting the lighter side of Machinima! Christina Rollins (aka Romily) has the finest fan-made films using characters from your favorite MMO games. Sun 7:00 pm; Augusta [S]; 2.5 Hr(s)

DC*MMO Live Action Quest Wrapup Party

Rewards, loot, XP, and plenty of shenanigans await at the grand finale of the weekend's quest chains! Rep grind is 18+ only, please. Sun 10:00 pm; Athens [S]; 4 Hr(s)

Fan Party with Sony Online

Sony Online Entertainment cordially invites all MMO players—past, present, and future—to our first Dragon*Con Fan Party. A casual get-together hosted by the SOE Community Relations Team. Sun 10:00 pm; Capitol Ballroom [S]; 5.5 Hr(s)

MONDAY

The Guild-Q & A with Felicia Day

Felicia Day talks about gaming, her character's gaming, and making a niche-market classic. www.watchtheguild.com. F. Day; Mon 10:00 am; Capitol Ballroom [S]

Post MMOrtem Survivor's Gathering

If you've been looking for that in-game friend or guildmate all weekend, but have been unable to find them. This would be an excellent (and final) chance to do so. Mon 11:30 am; Athens [S]; 2.5 Hr(s)

PODCASTING (POD)

FRIDAY

Podcasting Track Kick Off!

Join some of your favorite podcasters as we take the temperature of the Podcasting world, and talk about some of our best moments of the past year. D. Slusher, S. Sigler, V. Belmont; Fri 1:00 pm; 204 [Hil]

The Life And Times Of Podcast Novels

How the podcast novel has evolved over the past five years, and the continued benefits of podcasting to promote your writing. M. Lafferty, M. Stackpole, S. Sigler; Fri 2:30 pm; 204 [Hil]

Creating Dragon*Con TV

Join the folks who write, and produce Dragon*Con TV; now a popular video podcast. You watched, you laughed, you relate-now come see how they do it. Dr. S. Granade, B. Richardson (M); Fri 4:00 pm; 204 [Hil]

Books and Ideas Podcast-Live!

Ginger Campbell, MD interviews NASA's Les Johnson about his upcoming book "Paradise Regained". Can space travel save planet earth? L. Johnson, G. Campbell, MD; Fri 5:30 pm; 204 [Hil]

What The Frell! ScapeCast Live!

"The 'ScapeCast", a fan favorite podcast focused on FarScape and its universe, perform their award winning show live at Dragon*Con. K. Bachelder (M); Fri 7:00 pm; 204 [Hil]

The Sword and Laser-LIVE!

Veronica Belmont and Tom Merritt bring their podcast about all things Sci-Fi and Fantasy to Dragon*Con with special guest, author Timothy Zahn. T. Zahn, T. Merritt, V. Belmont; Fri 8:30 pm; 204 [Hil]

Technorama Podcast Live!

Give birth to your inner geek when you join the hosts of Technorama for their quirky blend of off-beat news, hackery and strange stories. Fri 10:00 pm; 204 [Hil]

SATURDAY

Making Your Podcast Sound Better

This group of wildly diverse podcasters have the gift for making auditory masterpieces. Learn their secrets to making it all sound so good. G. Hrab, T. Gideon (M); Sat 10:00 am; 204 [Hil]

Creative Commons and Legal Issues

Come discuss the legal issues surrounding podcasting, including topics like "fair use" with a team of experts. T. Gideon (M); Sat 11:30 am; 204 [Hil]

The Signal-LIVE!

Join the shiniest podcasters in the 'verse, for their Parsec award winning Serenity/Firefly podcast Live! K. Bachelder (M); Sat 1:00 pm; 204 [Hil]

Podcasting Tips for Working Writers

A discussion with authors and podcasters who have turned the art of the podcast novel, into a formula for publishing success M. Lafferty, D. Slusher, M. Stackpole, S. Sigler; Sat 2:30 pm; 204 [Hil]

Watch The Guild

Watch The Guild with the producer, creator, and star Felicia Day who will be answering your questions. F. Day; Sat 4:00 pm; Capitol Ballroom (S); 2.5 Hr(s)

The 2009 Parsec Awards

The Parsec Award is given for excellence Sci-Fi and Fantasy Original Content, and Speculative Fiction within the new frontiers of Portable Media. M. Lafferty, S. Sigler, J. Cmar; Sat 7:00 pm; Reg V [H]; 2.5 Hr(s)

The Geologic Show-LIVE

George Hrab brings his Geologic Podcast-wit, wisdom and musical madness for a special live show Sat 10:00 pm; 207/206/205 [Hil]

SUNDAY

What The Cast-Live!

Brian, Crispy and Patrick (also of Dragon*Con TV) bring their chaotic and hilarious "What The Cast" back to Dragon*Con. C. M. Croker, Dr. S. Granade, B. Richardson (M); Sun 10:00 am; 204 [Hil]

Podcasting for Games and Gamers

For Every Game there is a Podcast. Come meet the dedicated game enthusiasts who bring their gaming passion to life through their podcasts. T. Merritt, V. Belmont; Sun 11:30 am; 204 [Hil]

Podcasting with Puppets

Brian Hogg and his cast of puppets who can rant and interview with the best of us, including the cast of Battlestar Galactica in foam form. B. Hogg (M); Sun 1:00 pm; 204 [Hil]

AstronomyCast LIVE!

Join Dr. Pamela Gay, the award winning host of "The Astronomy Cast" and her special guest, SETI's Seth Shostak. Dr. P. Gay, Dr. S. Shostak; Sun 2:30 pm; 204 [Hil]

I Should Be Writing with Mur Lafferty

Join the award winning author and podcaster, Mur Lafferty and special guests. M. Lafferty; Sun 4:00 pm; 204 [Hil]

Fandomania Podcast LIVE!

Join Jason and Celeste for a dose of geek entertainment brought to you by Fandomania. com. J. Dorough (M); Sun 5:30 pm; 204 [Hil]

Galactica Quorum Podcast-Frakkin' Live!

Join the cast of the Parsec award winning "Galactica Quorum" as they discuss the BSG universe. R. Hatch, B. Pianalto (M); Sun 7:00 pm; 204 [Hil]

Comedy4Cast and Friends LIVE!

Clinton Alvord and special guests bring their award winning comedy podcast stylings to Dragon*Con for the first time. C. Alvord (M); Sun 8:30 pm; 204 [Hil]

Reality Break-LIVE!

Dave Slusher brings his long-running program back to Dragon*Con, with special interview guest, Keith R. A. DeCandido. K. DeCandido, D. Slusher; Sun 10:00 pm; 204 [Hil]

MONDAY

Brazilianisms-Live!

Kinsey Swartz brings his international podcast about an American living in Brazil, to Dragon*Con! Dr. P. Gay, G. Campbell, MD, K. Swartz, (M); Mon 10:00 am; 204 [Hil]

Live Music Podcast

Join popular musicians and music podcasters for a discussion about using podcasting to share your music with the world. Emerald Rose, G. Hrab, Bedlam Bards, M. Gunn; Mon 11:30 am; 204 [Hil]

Dealing with Social Media Overload

Discuss the Pros and Cons of Social Networking for Podcasters. Can there be too much Twitter? D. Slusher; Mon 1:00 pm; 204 [Hil]

When Things Go Wrong

Our annual session of podcasting horror stories. When things go from bad to wrong to worse in your podcasting process. G. Campbell, MD, Swoopy (M); Mon 2:30 pm; 204 [Hil]

Podcast Track Sign Off!

Let's talk about how we did this year, and our thoughts on how to make next year even better. Swoopy (M); Mon 4:00 pm; 204 [Hil]

READING SESSIONS (READ)

FRIDAY

Dragon*Reading: Janny Wurts

Fri 1:00 pm; Roswell [H]

Dragon*Reading: Mike Resnick

M. Resnick; Fri 1:00 pm; University [H]

Dragon*Reading: M. H. Bonham

M. H. Bonham; Fri 2:30 pm; Roswell [H]

Dragon*Reading: Lee Martindale

Fri 2:30 pm; University [H]

Dragon*Reading: Laura Anne Gilman

Fri 2:30 pm; Williams [H]

Dragon*Reading: Kevin J. Anderson and

Rebecca Moesta

Fri 4:00 pm; Roswell [H]

Dragon*Reading: John Ringo
Fri 4:00 pm; University [H]

Dragon*Reading: Jana Oliver
Fri 4:00 pm; Williams [H]

Dragon*Reading: Alethea Kontis
Fri 5:30 pm; Roswell [H]

Dragon*Reading: Scott Nicholson
Fri 5:30 pm; University [H]

Dragon*Reading: Dalene Bolesny
Fri 5:30 pm; Williams [H]

SATURDAY

Dragon*Reading: Selina Rosen
Sat 11:30 am; Roswell [H]

Dragon*Reading: Maggie Stiefvater
Sat 11:30 am; University [H]

Dragon*Reading: Katherine Kurtz
Sat 1:00 pm; Roswell [H]

Dragon*Reading: Stacia Kane
Sat 1:00 pm; University [H]

Dragon*Reading: Elizabeth Donald
Sat 2:30 pm; Marietta [H]

Dragon*Reading: Carole Nelson Douglas
Sat 2:30 pm; Roswell [H]

Dragon*Reading: Keith R. A. DeCandido
Sat 2:30 pm; University [H]

Dragon*Reading: Christina Barber
Sat 2:30 pm; Williams [H]

Dragon*Reading: Jackie Kessler
Sat 4:00 pm; Marietta [H]

Dragon*Reading: Widdett Walls
Sat 4:00 pm; Roswell [H]

Dragon*Reading: Catherine Asaro
Sat 4:00 pm; University [H]

Dragon*Reading: Kat Richardson
Sat 4:00 pm; Williams [H]

Dragon*Reading: Brian Dunning
Sat 5:30 pm; Marietta [H]

SUNDAY

Dragon*Reading: Julia S. Mandala
Sun 10:00 am; Marietta [H]

Dragon*Reading: Sean Taylor
Sun 10:00 am; Roswell [H]

Dragon*Reading: Susan Sizemore
Sun 11:30 am; Marietta [H]

Dragon*Reading: Ann C. Crispin
Sun 11:30 am; Roswell [H]

Dragon*Reading: Lynn Abbey
Sun 11:30 am; University [H]

Dragon*Reading: Lois McMaster Bujold
Join our Literary Guest of Honor as she reads from one of her many works. Sun 1:00 pm; Hanover C-E [H]

Dragon*Reading: Dan McGirt
Sun 1:00 pm; Marietta [H]

Dragon*Reading: Van Plexico
Sun 1:00 pm; Roswell [H]

Dragon*Reading: Steve Berman
Sun 1:00 pm; University [H]

Dragon*Reading: Diana Gabaldon
Sun 2:30 pm; Roswell [H]

Dragon*Reading: James Maxey
Sun 2:30 pm; University [H]

Dragon*Reading: Phil Platt
Sun 4:00 pm; Marietta [H]

Dragon*Reading: John Everson
Sun 4:00 pm; Roswell [H]

Dragon*Reading: M. B. Weston
Sun 4:00 pm; University [H]

Dragon*Reading: Mark Henry
Sun 5:30 pm; Marietta [H]

MONDAY

Dragon*Reading: J F Lewis
Mon 11:30 am; Roswell [H]

ROBERT JORDAN'S WHEEL OF TIME (WOT)

FRIDAY

The Grave Is No Bar to My Call

Join us for the opening of the Wheel of Time track. We'll give you an over view of this year's events and make our introductions. Fri 1:00 pm; Kennesaw [H]

Rand al'Thor and the Women

The Lion Sword, the Dedicated Spear, and She Who Sees Beyond...plus all those other interesting women who touch Rand's life. Fri 2:30 pm; Kennesaw [H]

Royal Family Feud

Who will win? The sneaky Damodreds or the righteous Trakands? Come test your trivia knowledge in this team-based competition. Fri 4:00 pm; Kennesaw [H]

One Power 201

Gateways, Angreal and Ter'angreal, Linking, and more. Fri 5:30 pm; Kennesaw [H]

An Evening at the Winespring Inn

The Wheel of Time track's annual gathering for merriment, games and music! Fri 8:30 pm; Kennesaw [H]; 4 Hr(s)

SATURDAY

WoT Reference Sites

Need to catch up on Who's Who in the Black Ajah? Always forgetting who was where and when? This is the panel for you! Sat 11:30 am; Kennesaw [H]

The Original Trilogy

A new reader friendly look at the first three books of the series. Sat 1:00 pm; Kennesaw [H]

Sword Form Lesson

Ever wanted to try your hand at Boar Rushes Down the Mountain? Our sword form experts will show you a few moves. Sat 2:30 pm; Kennesaw [H]

The Gathering Storm

The Gathering Storm will be released November 3rd. Join us for an hour of wild speculation and friendly wagers. Sat 4:00 pm; Kennesaw [H]

Costuming and Culture: The Westlands

We'll be discussing how to costume (on a budget!) for this region as well as how to hopefully add some cultural flair to your garb. Sat 5:30 pm; Kennesaw [H]

Illian's Fourth Annual Trivia Bee

Test your knowledge of WoT trivia! Sat 7:00 pm; Kennesaw [H]

Verin: Black, Brown, or Purple?

Let's face it, we know more about the voices in Rand's head than we do Verin Mathwin. Which side is she on? Is she working for someone? Sat 8:30 pm; Kennesaw [H]

Are You a Darkfriend? I

Our village is infested with Darkfriends. Can the angry mob sniff them out before they kill us all? Probably not. Sat 10:00 pm; Kennesaw [H]

SUNDAY

WoT Second Life

Second Life is a growing virtual environment with millions of users world wide. Find out how you can meet other Wheel of Time fans through it. Sun 10:00 am; Kennesaw [H]

The Warders

A close look at these warriors, their special abilities, relationships with the Aes Sedai and how bonding has changed with the coming of the 4th Age. Sun 11:30 am; Kennesaw [H]

Wouldst Thou Be Nae'blis?

Come vie for the title of Nae'blis! Our wacky physical challenges will ensure that only the strongest will survive to fight the Dragon. Sun 1:00 pm; Kennesaw [H]

Beat the WoT Geeks

Test your knowledge of WoT Trivia against WoT experts and insider Sun 2:30 pm; Kennesaw [H]

Sword Form Demonstration

A live demonstration of the unique fighting style described in Robert Jordan's series, including some of the iconic fights. Sun 4:00 pm; Intl S [H]

Wheel of Time Costume Contest

Shawl twitching, spear rattling, and Seanchan Blood noses in the air. Enter your Wheel of Time costume for spiffy prizes, or watch the fun and cheer. Sun 5:30 pm; Hanover C-E [H]

Costuming & Culture: Aiel, Seafolk & Seanchan

We'll be discussing how to costume (on a budget!) for these regions as well as how to hopefully add some cultural flare to your gar Sun 7:00 pm; Kennesaw [H]

Wheel of Time Games

"Courage to strengthen, fire to blind, music to dazzle, iron to bind. ". Come learn to play Snakes and Foxes, and other WoT games Sun 8:30 pm; Kennesaw [H]

Are You A Darkfriend? II

Our village is infested with Darkfriends. Can the angry mob sniff them out before they kill us all? Probably not. Sun 10:00 pm; Kennesaw [H]

MONDAY

Breakfast and Books

Our "early" morning, open discussion. Mon 10:00 am; Kennesaw [H]

Closing Ceremony

So how did we do this year? Come by and let us know what you thought. Mon 11:30 am; Kennesaw [H]

Wheel of Time Arts and Technology

Curious about the real world skills that can be found in the Wheel Time? A discussion of everything from knitting, ceramics, ironwork and more Mon 1:00 pm; Kennesaw [H]

Leavetakings

Come in and say goodbye to the friends you made this year. Mon 2:30 pm; Kennesaw [H]

ROBOTICS (ROBOT)

FRIDAY

Intro to Robotics

Learn about what the Robotics track has to offer this year. Our Annual Sit-Down Shaggy. Fri 2:30 pm; 208/209 [Hil]

Meet Bar2D2

You've seen him online! Now meet him in person with his builder, Battlebots veteran Jamie Price. Fri 4:00 pm; 208/209 [Hil]

Getting Involved with Robotics Locally

Learn about robotics programs in your area. School programs and robotics clubs. M. DeVids; Fri 5:30 pm; 208/209 [Hil]

SATURDAY

ERAU Robotics Challenge Building Session

Building Robots with Vex Kits thanks to ERAU. There is no cost, but arrive early due to limited supplies. Children MUST be accompanied by an adult. M. DeVids; Sat 11:30 am; Atlanta [S]; 5.5 Hr(s)

ERAU Robotics Challenge Competition

Watch the Robots Compete! Builders will put their building skills to the test in the ERAU Robot Competition. M. DeVids; Sat 5:30 pm; Atlanta [S]; 2.5 Hr(s)

SUNDAY

Robot Battles™: Microbattles Safety and Check-in

Sun 9:00 am; Intl S [H]

Robot Battles™: Microbattles

Sun 10:00 am; Intl S [H]; 4 Hr(s)

Organizing an Event

Experts talk about organizing Robotic Competition events successfully. M. DeVids; Sun 2:30 pm; 208/209 [Hil]

Combat Robotics

Experts talk about combat robotics events from the aspects of both competing and organizing. M. DeVids; Sun 4:00 pm; 208/209 [Hil]

MONDAY

Robot Battles™ Checkin and Testing

Mon 9:00 am; Reg VI-VII [H]

Robot Battles™

Mon 11:30 am; Reg VI-VII [H]; 4 Hr(s)

SCI-FI AND FANTASY LITERATURE (SFLT)

FRIDAY

In the Beginning

Welcome to 2009's SF and Fantasy Literature track. Meet the staff and get an overview of what we have in store this year. Fri 11:30 am; Fairlie [H]

First Contact, First Panel

First contact- different books, different approaches. Discuss. M. Williamson; Fri 1:00 pm; Greenbriar [H]

Dan Simmons: Hyperion and beyond

Dan Simmons is in some ways a renaissance writer, having written horror, sf, and mysteries in his day. His work is rich and complex. V. Plexico; Fri 2:30 pm; Fairlie [H]

Book Swap for Early Birds

Got something you don't want? Want something you don't have? Come and see if you can make a swap. One fan's garbage is another fan's treasure. T. Leonard (M); Fri 2:30 pm; Greenbriar [H]

Showcase: Lynn Abbey

Join author Lynn Abbey in exploring her travels into and through the world of writing. L. Abbey; Fri 4:00 pm; Fairlie [H]

State of the Genre

How goes it in the halls of publishing these days? Where do our guests see sf/fantasy going in the next few years? G. Buchanan, B. Fawcett, T. Weiskopf, P. Stevens, S. Hague-Hill; Fri 4:00 pm; Greenbriar [H]

The League of Red-Headed Stepchildren: Media authors

Media tie-in work seems to be gaining more respect. What's it like being a red-headed step-child in sf? P. David, T. Osborne, J. Sherman, T. Zahn, R. Greenberger; Fri 5:30 pm; Fairlie [H]

Bujold's Fantasies vs. SF

Lois Bujold writes well in any genre. But is one just a teeny bit better than the other? S. McDonald; Fri 5:30 pm; Greenbriar [H]

An Hour With Charlaire Harris

Writer Jeanne Stein interviews Charlaire Harris, first lady of vampire mysteries, to see what surprise she can uncover. J. Stein, C. Harris; Fri 7:00 pm; Cent I [H]

SF Classics: Laying the Foundations

You've read the new stuff. You're wanting to go back and soak up the great classics of the genre? Our experts tell you what to read, what to avoid! V. Plexico; Fri 7:00 pm; Fairlie [H]

Small Press or Self Pub? Or Both?

What are the assets and the pitfalls of a small press, of self publishing? Could small press be a better entrance for new writers? J. Oliver, T. Osborne, V. Plexico, A. Gilbreath; Fri 8:30 pm; Fairlie [H]

Man's Reach Exceeds His Grasp

2009 is the 40th anniversary of Apollo 11. SF has long explored and inspired man's yearning for space. Look into this with us in literary terms. Fri 8:30 pm; Greenbriar [H]

Time Travellers Ball

Together with the AH track, we present an opportunity for sf fans to have fun, dance, and wear the finery of whatever period strikes their fancy. Fri 10:00 pm; Hanover C-E [H]; 2.5 Hrs)

SATURDAY

Open Discussion

An open discussion of anything and everything for those who don't care to see the parade, for whatever reason. Sat 10:00 am; Fairlie [H]

What Women Want in Their SF-F Role

Plenty of panels discuss what women's roles are, have been, and will be in science fiction, but what do women really want when they read? L. Bujold, L. Gilman; Sat 11:30 am; Fairlie [H]

The Bloody Pulp

There's a new generation of pulp writers. Join some of them as we discuss what attracts people to the pulps old and new. J. Crowe, J. Palmer, V. Plexico, S. Segal, B. Reese; Sat 11:30 am; Greenbriar [H]

Y'all vs. You Guys: Regional SF and Fantasy

Southern science fiction/fantasy is often a genre to itself. Other parts of the world have their own flavor. What makes a Southern story different? D. Beauchamp, E. Foster, C. Harris; Sat 1:00 pm; Fairlie [H]

You Say Religion, I Say Magic!

An examination of the use of religion and magic systems in sf and fantasy. What is their place and why? J. Palmer, J. Ward, L. Donahue, D. A. Adams, S. Souders (M); Sat 1:00 pm; Greenbriar [H]

Is there a Doctor in the Story?

If there is, how is he/she/it portrayed? Are physicians better main characters or ancillary? And is the science accurate? Arthur Hinds, J. Schneiderman; Sat 2:30 pm; Greenbriar [H]

Baen Slide Show and Travelling Prize Patrol

Join editor/publisher Toni Weisskopf as she brings us up to date on what's coming up from Baen publishing. Win a free book or two in the process! T. Weisskopf; Sat 2:30 pm; Hanover C-E [H]

They SHOULD Be Movies! Books We Want to See on Film

Indulge your fantasies. Talk about the books you most want to see on the big screen...and who'd you'd most like to see do them. J. Ward, V. Plexico; Sat 4:00 pm; Fairlie [H]

CrossPollination: Does Art influence Art?

Does other art-music, painting, sculpture-influence our genre? Should it? How and why or why not? K. Lockhart, K. Anderson, D. Maitz, M. Resnick; Sat 5:30 pm; Cent I [H]

Defining SF: is it literature or is it not?

There are many definitions of science fiction and fantasy. Can we agree on just one? S. McDonald, S. Carter (M); Sat 7:00 pm; Fairlie [H]

Keeping Up with the Scientists

Is science fiction keeping up with science? Is it outstripping it? Is technology advancing too fast even for us geeks? Dr. S. Howe, J. Palmer; Sat 7:00 pm; Greenbriar [H]

Economics in SF

Only two things are inevitable: death and taxes. Is that true in the sf world? Or is this something we just don't care to see in our reading? J. Palmer; Sat 8:30 pm; Fairlie [H]

Historic Roots of SF and Fantasy

Scholarly presentations on the historical roots of SF/fantasy. Human hybrids and Somnium, a novel by Johannes Kepler. M. Brown; Sat 8:30 pm; Greenbriar [H]; 2.5 Hrs)

Night of the Living Dead Authors

Authors who have left us are reanimated for one evening to discuss their works, their lives and their reaction to their readers. J. Palmer; Sat 10:00 pm; Fairlie [H]

SUNDAY

Where do you go when you need.... ?

The pitfalls and benefits of doing research for your writing. P. David, K. Kurtz, T. Osborne, J. Palmer, J. Ward; Sun 10:00 am; Fairlie [H]

Xenoarcheologist's Road Show

Travel to the future where our intrepid archeologists are analyzing items found in the ruins of Earth, discerning their use/meaning in our society. J. Nye, M. Resnick, C. Fleischer; Sun 10:00 am; Greenbriar [H]

Q & A: Gene Wolfe

Author, engineer and developer of the Pringle making machine, Gene Wolfe has enjoyed a career as one of the best writers in the genre. G. Wolfe; Sun 11:30 am; Fairlie [H]

Identity in SF and Fantasy

How do portrayals of villains, monsters, and aliens reflect conceptions of human identity? Our panel examines this in different ways. R. Maltese, M. Brown; Sun 11:30 am; Greenbriar [H]

Writer to Writer: Keith DeCandido interviews Alan Dean Foster

Writers of everything from fantasy, to sf, to media tie-in work Join them as they discuss their writing and anything else that strikes their fancy. K. DeCandido, A. Foster; Sun 1:00 pm; Cent I [H]

Found in Translation: Bujold Works in Different Languages

Lois McMaster Bujold's works have been translated into a number of languages. Translation can change meaning. Are these for the better or worse? J. Lanteman (M); Sun 2:30 pm; Fairlie [H]

Beyond Binaries-Gender Roles in SF/F

What Fan SF literature has gone beyond traditional gender definitions? How successful is it? Does this require aliens or magical creatures? J. Ward, L. Martindale; Sun 2:30 pm; Greenbriar [H]

Writer to Writer: Ringo interviews Bujold

Writers are fans too. Join John Ringo as he interviews our literary guest of honor, Lois McMaster Bujold. J. Ringo, L. Bujold; Sun 4:00 pm; Cent I [H]

My Brain Hurts! Time Travel in SF

Writing time travel is hard. Sometimes reading it is just as difficult. Join us in a discussion of both. J. Oliver, S. M. Stirling, S. McDonald; Sun 5:30 pm; Fairlie [H]

Military in SF/Fantasy

Does current military thinking-how to do things, policies, etc. -affect sf and fantasy writing? Is its audience changing thereby? J. Cochrane, K. Dockery, M. Williamson; Sun 5:30 pm; Greenbriar [H]

RFR: Rapid Fire Readings

Want a variety pack of SF/F voices? The broads at Broad Universe bring you a buffet of snack readings! J. Ward, K. Hinds, G. Martin, R. Maltese, T. Morris, S. McDonald, S. Addams (M); Sun 7:00 pm; Fairlie [H]; 2.5 Hr(s)

That Can Never Happen!

Will everything we see in Science Fiction eventually come true? What ideas have we seen in SF can never happen in the real world—and why not?? K. Grazier, V. Plexico, E. Flint; Sun 7:00 pm; Greenbriar [H]

Sci-Fi and Fantasy Jeopardy

Our host bewilders, perplexes, and tries to stump the best minds in fandom! Prizes will be awarded! V. Plexico; Sun 8:30 pm; Greenbriar [H]

Sex in SF/Fantasy: Too Much or Not Enough?

With the rise of paranormal romances especially, sex seems to have become de rigueur. Is this right or wrong? Why or why not? J. Ward, V. Plexico, S. McDonald; Sun 10:00 pm; Fairlie [H]

Songs from Diamond Star

Songs from Catherine Asaro's book *Diamond Star* about an interstellar prince who just wants to sing. C. Asaro; Sun 10:00 pm; Greenbriar [H]

MONDAY

Last Chance: Ask the Authors

Got any questions you didn't get answered? Have a nit to pick? Come to a freeforall Q & A with the authors who are staying with us for Monday. J. Ringo, K. Anderson, K. Kurtz, L. Bujold, G. Wolfe, C. Robin (M); Mon 11:30 am; Cent I [H]

Dune Messiah: Frank Herbert's Works in Prose and Film

A free ranging discussion of Frank Herbert and his influence on the genre. K. Anderson, V. Plexico; Mon 1:00 pm; Fairlie [H]

The Science of Michael Crichton

His books are full of science and technology; thrilling fiction or is there real world plausibility in any of it? K. Grazier; Mon 1:00 pm; Greenbriar [H]

Now that We're There, What?

In honor of Apollo 11, we've gotten there, now what? Explore the many stories/books that show us what life might be like on the moon. V. Plexico; Mon 2:30 pm; Fairlie [H]

The Write Genes

From Max Brooks to Brian Herbert, relatives of writers are making a go of it themselves. Let's see if we agree about going into the family business. Mon 2:30 pm; Greenbriar [H]

And Thus to Bed

Meet with the track staff to discuss what went right, what went wrong and what do we want next year. Mon 4:00 pm; Fairlie [H]

SCIENCE (SCI)

FRIDAY

Bacteriophages-Using Viruses to Cure Disease

For 90 years, viruses have been used to treat bacterial diseases. Due to increases in antibiotic resistant bacteria, are bacteriophages our only hope? Fri 1:00 pm; 202 [Hil]

Luck, Amazing Coincidences and Other Charm(ing) Delusions

An examination of popular, funny and infuriating mythconceptions, plus the resources to challenge them-from moon madness to "the Mozart Effect". Fri 2:30 pm; 202 [Hil]

Autism and Vaccination-The Rumored Connection

The latest issues regarding this controversy, how it started, and a primer for talking with someone who believes that the two are related. J. Schneiderman, G. Campbell, MD, J. Cmar, S. Novella; Fri 4:00 pm; 202 [Hil]

Antimatter Bombs-Even More Fun Than Nukes!

How far off was Angels and Demons? Is an antimatter bomb in our future? How many bucks do you need for the really big bangs? What else is it good for? Dr. S. Howe; Fri 5:30 pm; 202 [Hil]

Iceworld Hoth, err...I mean Earth!

In addition to numerous ice ages, Earth has completely frozen over several times. Causes and links to the current global warming debate are examined. R. Jakiel; Fri 7:00 pm; 202 [Hil]

The Large Hadron Collider and Armageddon? Don't Panic!

The LHC is not going to destroy the Earth. Trust us! We're scientists! Discover why there is no cause for alarm and learn some cool physics, too. Fri 8:30 pm; 202 [Hil]

Cryonics-2009 Update

Live fast, die young (or old), leave behind a good-looking liquid nitrogen suspended corpse, and (maybe) get revived at some point in the future! Fri 10:00 pm; 202 [Hil]

SATURDAY

Citizen Science

Science wouldn't be where it is today without the contributions of everyday people like you. Learn how to take part in all of the fun. Dr. P. Gay; Sat 11:30 am; 202 [Hil]

Who Wants to be a SUPER VILLAIN??

Lots of wanna-be's talk the talk; can you walk the walk? Then prove it. Who wants to be a Super Villain? You do. Because being Bad feels so Good. B. Burden, Rev. S. Floozie, R. Altstadt, Rev. I. Stang; Sat 11:30 am; A601-A602 [M]

The DARPA Initiative- "OOPS! We Accidentally Invented the Internet!"

The Defense Advanced Research Projects Agency is a cutting-edge Department of Defense research wing. Learn how they put your tax dollars to work! Dr. J. Bradford; Sat 1:00 pm; 202 [Hil]

Intelligent, Tool Using Dinosaurs? There's Almost No Way to Know for Sure.

Too much time has elapsed; an entire civilization could have existed and we wouldn't find any evidence of it. At least, not on Earth...Dr. S. Howe; Sat 2:30 pm; 202 [Hil]

The Universe in Your Pocket: How Cosmological Science became Earth Technology

Some historical peeks at how astronomy contributed to fundamental physics and various modern technologies. Sat 4:00 pm; 202 [Hil]; 2.5 Hr(s)

Evil Geniuses for a Better Tomorrow: 7th Annual Recruiting Session and Bake Sale
Professional EGs discuss methods of taking over the world for fun and profit while avoiding common mistakes made by film and TV villains. Dr. S. Howe, R. Altstatt, J. Schneiderman, Dr. S. Granade; Sat 4:00 pm; Crystal Ballroom [Hil]

BSG: The Last Half Hour, or 'They REALLY frakked the daggit!'

Did you have...issues...with the BSG series finale? Did you find it implausibly ridiculous? You're not alone. Come vent. D. Myers (M); Sat 5:30 pm; Crystal Ballroom [Hil]

Synesthesia-Fours are Red, Sevens are Green, and Green Tastes Funny

In some people, the senses are cross-connected; colors trigger specific tastes, for instance. This provides interesting advantages and disadvantages. J. Schneiderman; Sat 7:00 pm; 202 [Hil]

The Revenge of Strange and Unusual Research

Come for a laugh and maybe learn a thing or two as we once again explore the weirder realms of published scientific research. J. Schneiderman; Sat 8:30 pm; 202 [Hil]

The Science and Fine Art of Makin' Booze, Now with 37% More Booze!

A quiet little low-key affair with limited seating, so get there early. J. Kinney III; Sat 10:00 pm; 202 [Hil]

SUNDAY

The Hydrogen Myth

What's not to love about hydrogen as a fuel? Lots! Come hear why hydrogen isn't likely to solve any energy problems, no matter how much it's hyped. S. Fleming; Sun 10:00 am; 202 [Hil]

The Science of Battlestar Galactica

BSG's Official Science Guy examines the real-world plausibility and associated implications of much of the technology used throughout the series. K. Grazier; Sun 10:00 am; Crystal Ballroom [Hil]

Radioactive Zombies! What Happens When You Mix Radiation with Brain Eating?

BRAAAAAAINS!!! Radioactively fueled zombies have appeared in a variety of media. What dangers would they pose to human survivors? Besides the obvious? P. Mason; Sun 11:30 am; 202 [Hil]

Stealth Science and Skeptical Thought [DCTV LIVE]

As skepticism becomes more mainstream, Adam Savage and fellow panelists discuss the non-traditional ways they promote science and skeptical thinking. Sun 11:30 am; Cent II-III [H]

How Much Longer Does Homo Sapiens Have?

Sentient hominids have been strutting the planet for 200,000 years—but is the end nigh? And how can we forestall armageddon? Dr. S. Shostak; Sun 1:00 pm; 202 [Hil]

Influenza, Swine Flu and You

An update on the myths and the realities of these (un)popular diseases. J. Cmar, S. Novella; Sun 2:30 pm; 202 [Hil]

Darwin's Bulldogs-Teachers on the Front Line

Educators talk about pseudo-science in the classroom, declining science standards nationwide, and the critical importance of reversing those trends. C. K. Barrett, E. Scott; Sun 4:00 pm; 202 [Hil]

Quantum Encryption-Is It the Perfect Encryption Technique?

Encryption has long been an arms race: every new cipher leads to better code-breaking tools. Have we finally reached the end of that arms race? Dr. S. Granade; Sun 5:30 pm; 202 [Hil]

Death is Only The Beginning: Decomposition

and Estimating Time Since Death

What happens after they close the coffin lid? A discussion of the decomposition process and how it is used to estimate post-mortem intervals. C. K. Barrett; Sun 7:00 pm; 202 [Hil]

Medical Device Development: Thrills, Excitement, and Crazy Research!

Everything you always wanted to know about medical device development but were afraid to ask! Current research! Crazy accidents! Drama! Lawsuits! Sun 8:30 pm; 202 [Hil]

The 2nd Annual Mad Scientists Ball and Global Domination Strategy Session

Plot death and destruction while dancing your butts off to techno-mayhem! SubGenii welcome, labcoats encouraged, all other clothing optional. Rev. S. Floozie, Z. Anderson, ArcAttack, Rev. I. Stang; Sun 10:00 pm; Reg VI-VII [H]; 7 Hr(s)

MONDAY

Darwinian Dating: What Sexual Selection Has to Say About Your Ideal Mate

Anthropologist Christopher Barrett discusses the biological basis of beauty and mate selection among humans. C. K. Barrett; Mon 10:00 am; 202 [Hil]

The Gender-Gap in Science-Myths and Realities

A look at current research on why boys and girls get into (and out of!) science and mathematics, and what can change things for the better. G. Campbell, MD; Mon 11:30 am; 202 [Hil]

Holy War-The Discovery Institute's Assault on Neuroscience

This fundamentalist think-tank has moved beyond attempts to slip creationism into public education and is now attacking modern brain research. G. Campbell, MD, S. Novella; Mon 1:00 pm; 202 [Hil]

The Atlanta Transhumanist Society-Better

Living Through Technology!

Local futurists who meet monthly (over dinner) to discuss the directed evolution and transformation of the human race via emerging technologies Mon 2:30 pm; 202 [Hil]

Earth: The First Two Billion Years

The formation of the Earth and Moon, the era of massive bombardment, the evolution of continents, atmosphere and oceans, and the beginnings of life. R. Jakiel; Mon 4:00 pm; 202 [Hil]

SILK ROAD: ASIAN CINEMA AND CULTURE (SILK)

FRIDAY

Silk Road Meet and Greet

Come meet and greet the SilkRoad staff as we discuss upcoming highlights of this weekends scheduled activities and panels. Fri 10:00 am; L508 [M]

I Ching The History and the Mystery

Explore the History and the mystery of the ancient art of I Ching and Chinese Horoscopes and how they still apply today to modern day living. C. K. Barrett; Fri 11:30 am; L508 [M]

Asian Philosophy and Mythology

Listen and share as we discuss some of the greatest stories ever told. We will be discussing ancient philosophy, wisdom and elements of Chinese and Japanese Mythologies. C. K. Barrett; Fri 1:00 pm; L508 [M]

Modular Origami

Hands on. Learn a modular origami fold to create gems and cubes. Best for ages 12 and up. K. McGibony (M); Fri 2:30 pm; L508 [M]

Haiku

Come learn the art of Haiku, fandom's favorite form of poetry. Bring your favorites or freeform with us. S. Shockley (M); Fri 4:00 pm; L508 [M]

Asian Street Fashion

Harajuku, Lolita, do you know what they are and how to tell them apart? Join us for a lively discussion and demonstration of the latest trends in Asian street fashion. K. McGibony (M); Fri 5:30 pm; L508 [M]

Sabuti Musashi: Ningage-ryu

Ningage-ryu a Japanese martial arts style with roots in the 1300's, continues to live. Grandmaster Mausashi uses a sword, cane, and walking stick to amaze. S. Musashi; Fri 7:00 pm; Hanover C-E [H]

Drum Circle and Etiquette

Basic drum rhythms and how to have fun in a drum circle. All skill levels are encouraged to attend. M. Eaves (M); Fri 7:00 pm; L508 [M]

Ohayo is not Goodbye-Japanese 101

Basic Japanese for travelers and students. Because chances are you going to need to know where your hotel is. C. K. Barrett; Fri 8:30 pm; L508 [M]

Lost In Translation, a Journey into Asian Cinema

You know you love Asian Cinema from chop socky schlock to colorful masterpieces. . Put your Two yen in an open forum. R. Fitz; Fri 10:00 pm; L508 [M]

Tattooing in the Eastern World

A panel discussing Asian ink and its history. Explore the rich history of Asian body art. Immediately following discussion will be an Asian themed show and tell. . Please use discretion when showing your tattoos. Justin (M); Fri 11:30 pm; L508 [M]

SATURDAY

Asian Ball Jointed Dolls

Open panel discussion, join Tina Rose Black as she journeys into the fascinating world of Asian ball jointed dolls. Bring your BJD to show and tell and learn more about these highly customizable Asian dolls. T. Black (M); Sat 11:30 am; L508 [M]

Godzilla Bingo Extravaganza

Come one come all to our first annual Godzilla Bingo Extravaganza. Movie with bingo cards, trailer shows and prizes. All ages welcome to attend. T. Blanks (M); Sat 1:00 pm; L508 [M]; 2.5 Hr(s)

Story Time Origami

Children learn to fold preprinted origami to accompany a spoken story. Fun activity for the whole family. K. McGibony (M); Sat 4:00 pm; L508 [M]

What's with the Bowing?

Asian culture and customs. Join us as we explore the do's and don't's of and the reasons behind some of the perplexing aspects of Asian society and culture. C. K. Barrett; Sat 5:30 pm; L508 [M]

Asian Hairstyles Simple to Elaborate

A demonstration of elaborate Asian hairstyles. Including braids, buns, twists, topknots. With a brief history and how to of hairstyles, Kanzashi hairpins and basic ornamentation. Sat 7:00 pm; L508 [M]

Kimono a Walk through History

Know the difference between an obi and a kimono? Join us for a discussion and demonstration of the clothing of the Silk Road. A must for those interested in Asian costuming. S. Lysinger (M); Sat 8:30 pm; L508 [M]

Painted Faces, the Meanings of Make Up in Japanese Culture

Whats the deal with all the bright makeup? Join us as we explore the whys and wherefors of Japanese makeup from Geisha to Kabuki Theater. R. Fitz; Sat 10:00 pm; L508 [M]

Madame Ho's Dance of the Concubines

A lively Variety show hosted by our very own Madame Ho. Comedy, beautiful dancing girls and Asian performance artists. This Show is a must see. M. Ho (M); Sat 11:30 pm; L508 [M]

SUNDAY

Pigs Might Fly-an Origami Discussion

International Author Richard Saunders will talk about the process of inventing and writing books on origami. He will also discuss the steps for filming for YouTube and his new title "DVD Origami". With a bonus lesson on how to make Pigasus The Flying Pig". R. Saunders; Sun 10:00 am; L508 [M]

Origami Round Robin

Come fold with us as we learn to make a variety of origami creatures and structures in a round robin format. This panel is suitable for all ages and skill levels. R. Saunders, K. McGibony (M); Sun 11:30 am; L508 [M]

Tai Chi and Tai Chi Chu'an of Yin and Yang

Join James Garner of the Dragon Cloud Tai Chi Association as he demonstrates the graceful movements of the Tai Chi form, and explains how they relate to the fighting art of Tai Chi Chuan, and how the body mechanics from fighting can provide health benefits. J. Garner (M); Sun 1:00 pm; L508 [M]

Sabutai Musashi: Ningage-ryu

Ningage-ryu a Japanese martial arts style with roots in the 1300's, continues to live. Grandmaster Mausashi uses a sword, cane, and walking stick to amaze. S. Musashi; Sun 2:30 pm; Hanover C-E [H]

Gems of the Orient

Join noted gemologist Robert Wade of the Phoenix Mine Company. As he discusses the gems and jewelry of the East. R. Wade (M); Sun 4:00 pm; L508 [M]

Tea the Good the Bad and the Awful

Join us as we discuss the many varieties of teas from Japan, China, and around the world, and the

myths legends and health benefits attributed to them. This will be an open panel discussion. S. Shockley (M); Sun 5:30 pm; L508 [M]

Vending Machine Culture and We Speak English Here

They put what in a vending machine? Find out the astounding variety and enjoy our montage of our favorite signs that somehow got lost in translation. Sun 7:00 pm; L508 [M]

Geshia Theater with Ana Ikamaru

Journey to the Orient with us as we experience the timeless beauty of a performing Geshia. The Silk Road is proud to present this performance by Ana Ikamaru a noted Geshia Impersonater. Sun 8:30 pm; L508 [M]

New Wave Asian Horror

Forget Freddy, forget Jason. The Asian bad boys and girls are much more frightening. Open forum discussion about the new/ old Asian horror genre. R. Fitz; Sun 10:00 pm; L508 [M]

Adult Themes in Asian Pop Art

Explore the racy side of Asian culture through Pop Art. A lively discussion and presentation on a subject that would seemingly taboo in such a strict culture. C. K. Barrett; Sun 11:30 pm; L508 [M]

MONDAY

Everything Old is New Again Asian Splash and Ink Painting

Join us as we discuss the many variations of Asian splash and Ink Painting. We will cover basic techniques and a brief history of these timeless arts. Mon 10:00 am; L508 [M]

Origami Open Fold

Join us as we fold anything and everything into amazing and wondrous paper art. R. Saunders, K. McGibony (M); Mon 11:30 am; L508 [M]

Towel Origami for Hoopy Froods

Every good Hitchhiker knows a towel is your most important piece of traveling equipment. Join Us as we fold towels, into magical and mythical beasts. This is a must see for anyone interested in this hilarious art of practical origami. S. Shockley (M); Mon 1:00 pm; L508 [M]

The End of the Road

Join us as we talk about the weekend and read suggestions for next year accumulated through out the weekend from our suggestion box. . Mon 2:30 pm; L508 [M]

SKEPTICS (SKEP)

FRIDAY

Who Are The Skeptics?

An introduction to a few of the well known Skeptics and what their passions are. P. Plait, B. Radford, J. Wagg, M. Downey, E. Scott, J. Nickell, D. Loxton; Fri 1:00 pm; 207/206/205 [Hil]

The Skeptics Guide to Parenting

Skeptical parenting is both investigating the claims of child-rearing methods as well as raising your children to be critical thinkers themselves. Fri 2:30 pm; 207/206/205 [Hil]

Quackery And Media Commentary

Detox Diets, Ear Candles, Homeopathy and much more are given the Dr Rachael 'Rachie' Dunlop treatment. Fri 4:00 pm; 207/206/205 [Hil]

My Life As A Skeptical Investigator

Possibly the worlds only full-time investigator of the paranormal and amazing claims, Joe Nickell, gives a talk about his travels, and findings. J. Nickell; Fri 5:30 pm; 207/206/205 [Hil]

Fictional Writing and Skepticism

A few top authors, who are also Skeptics, discuss what effect their personal skepticism has on their writings. M. Stackpole, S. Sigler, G. Martin, S. Gibson, K. Richardson; Fri 7:00 pm; 207/206/205 [Hil]

Why We Need Skepticism-Lessons from Neuroscience

Dr. Novella gives a talk about why we need skepticism from a scientific angle. S. Novella; Fri 8:30 pm; 207/206/205 [Hil]

How to put on a Anti-Superstition party!

Margaret Downey will give a presentation about the many fun and highly successful anti-superstition parties she has given, and the purpose. M. Downey; Fri 10:00 pm; 207/206/205 [Hil]

SATURDAY

What Do We Do Now?

Skeptics we are faced with an overwhelming feeling that there is so much out there which needs attention. The annual Jeff Medkeff memorial panel. P. Plait, J. Wagg, Dr. S. Shostak, M. Downey, E. Scott, D. Loxton; Sat 10:00 am; 207/206/205 [Hil]

American Freethought-LIVE!

American Freethought performs another great episode of their podcast for Dragon*Con goes and fans. J. Snider, M. Downey; Sat 11:30 am; 207/206/205 [Hil]

Skepticism in Everything

Discussion on how critical thinking can be applied to everyday problem solving, and to unmasking charlatans, cheats, and tricksters, by applying brainpower. A. Smith; Sat 1:00 pm; 207/206/205 [Hil]

Women's intuition and other fairy tales...

We'll discuss some of the most popular brands of pseudoscience marketed specifically to women, from the Law of Attraction to magical cosmetic. R. Watson, M. Walters (M); Sat 2:30 pm; 207/206/205 [Hil]

The Psychic and the Serial Killer

Join Ben Radford as he takes us inside his six-month investigation into the best case ever presented for psychics. B. Radford; Sat 4:00 pm; 207/206/205 [Hil]

Mystery Investigators Children's Show and Skepticism Fun and Magic

A live presentation of the cool skeptical based kids show at Dragon*Con. Come learn what really goes bump in the night! R. Saunders; Sat 5:30 pm; 207/206/205 [Hil]

The Astronomer, the Alien Hunter, and a UFO Skeptic

Three of the worlds leading researchers, and skeptics, discuss the state of UFO and Alien paranoia here and around the world. P. Plait, Dr. P. Gay, Dr. S. Shostak, J. Nickell; Sat 7:00 pm; Crystal Ballroom [Hil]

Skeptic Zone Podcast-LIVE

Richard Saunders, Kylie Sturgess, and the team do their skeptical podcast live for Dragon*Con. Come join the gang for some fun and knowledge. G. Hrab, R. Saunders, D. Loxton; Sat 8:30 pm; 207/206/205 [Hil]

The Geologic Show-LIVE

George Hrab goes his Geologic Podcast, as well as other musical madness live for a big Geologic Party! G. Hrab; Sat 10:00 pm; 207/206/205 [Hil]

SUNDAY

Are We Alone: A Discussion

Seth Shostak discusses the current public outreach goals of SETI, and how using the skeptical mindset relates to the work at SETI as a whole. P. Plait, Dr. P. Gay, Dr. S. Shostak; Sun 10:00 am; 207/206/205 [Hil]

Stealth Science and Skeptical Thought [DCTV LIVE]

As skepticism becomes more mainstream, Adam Savage and fellow panelists discuss the non-traditional ways they promote science and skeptical thinking. P. Plait, S. Sigler, R. Watson, A. Savage; Sun 11:30 am; Cent II-III [H]

Skeptics Guide To The Universe-LIVE

Dr. Steve Novella and a group of his rouges return once again to Skeptrack to do their hit Skeptical podcast live. S. Novella, R. Watson; Sun 1:00 pm; 207/206/205 [Hil]

JREF Presents: How You Can Combat Woo

We live in troubled times, but we can make a bit impact on the world at large. Learn how you can be a major player in shaping the world of tomorrow. P. Plait, A. Smith, J. Wagg; Sun 2:30 pm; Crystal Ballroom [Hil]

Adventures Inside the Discovery Institute

Come and join Maria and Kate presenting their talk about what really goes on behind the doors of the infamous Discovery Institute. Sun 4:00 pm; 207/206/205 [Hil]

Is Intelligent Design Scientific?

The proponents of Intelligent Design argue for its scientific validity, but virtually all scientists consider it unscientific or a pseudoscience. E. Scott; Sun 5:30 pm; 207/206/205 [Hil]

Skeptoid LIVE!

Brian Dunning performs a live Skeptoid Essay for the crowd, followed by a Q/A so you can get to know even more about this popular skeptic. B. Dunning; Sun 7:00 pm; 207/206/205 [Hil]

The Truth About Ghosts and Ghost Hunting

We have all seen ghosts in film and on television, from Poltergeist to Medium to Ghost Hunters. But how much of that is real and how much is fiction? B. Radford, J. Nickell; Sun 8:30 pm; 207/206/205 [Hil]

Future of Atheism

The president of the American Atheists, Ed Buckner, and VP David Silverman, give a talk about Freethought and Atheism here in the United States. Sun 10:00 pm; 207/206/205 [Hil]

MONDAY

Skeptic Psychology and in the Classroom

Join some leading skeptics who often deal with educating youth about science and critical thinking. What are some of the challenges? Mon 10:00 am; 207/206/205 [Hil]

Feeding the Skeptic's Soul

A dissenting view about what "the skeptic movement's" constituents might really want from the "movement". S. Gibson; Mon 11:30 am; 207/206/205 [Hil]

Internet Skepticism

The internet is an excellent venue for skeptical outreach, and there are many free and cheap tools available. But are you using them most effectively? Mon 1:00 pm; 207/206/205 [Hil]

Blogging Skeptically

Skeptical bloggers discuss the challenges of writing, researching and running a skeptical blog, encouraging critical thinking and managing commenters. P. Plait, B. Dunning, R. Watson; Mon 2:30 pm; 207/206/205 [Hil]

Skeptrack Sign-Off Party

Lets all get together and talk about what happened over the weekend. Meet with the guests, and discuss what you want to see happen at Skeptrack 2010! P. Plait, B. Radford, J. Wagg, M. Downey, E. Scott, D. Loxton, S. Novella, R. Watson; Mon 4:00 pm; 207/206/205 [Hil]

SPACE (SPACE)

FRIDAY

Cassini: Past, Present and Future

The amazing Cassini probe. It's history, what's it doing now and what does the future hold for it? We have the engineer to tell you all about it. K. Steadman; Fri 10:00 am; 203 [Hil]

Space Satellite and Telescope Institute

Hubble, Chandra, Kepler, Spitzer and soon the James Webb. The SSTI is mother, father and most importantly-doctor. L. Burns; Fri 11:30 am; 203 [Hil]

LIVE SOLAR TELESCOPE

Celebrate the International Year of Astronomy by daytime star watching. (See our own star, THE SUN, live in all its glory. (Weather Permitting) S. Ramsden; Fri 11:30 am; 203 [Hil]; 4 Hr(s)

Global High Speed Cargo Delivery-UPS in Space?

We're an 'I want it now' society. Even UPS is too slow! How super fast cargo and passenger delivery could happen and the technical and economic challenges. A. C. Charania, Dr. J. Bradford; Fri 1:00 pm; 203 [Hil]

Feminine Mystique: Women in Engineering and Science

Women make their mark! These engineers and scientists explain how they got involved, what they do and how to get your sisters and daughters to do the same. G. Mauldin-Kinney, Dr. P. Gay, L. Burns, T. Ray, K. Steadman; Fri 2:30 pm; 203 [Hil]

Supporting 6 People in a Large Aluminium Container at 17,227 mph

Six and occasionally thirteen, astronauts on the ISS. MSFC is a big part of their support. Extra crew and expanding station increases demands on the ground crew. K. Hougland; Fri 4:00 pm; 203 [Hil]

What's Wrong With Gravity: The Pioneer Anomaly

Pioneer 10 is being dragged towards the Sun and we don't know why! Is the slow down because of the probe itself, or, is something wrong with gravity?! Dr. S. Granade; Fri 5:30 pm; 203 [Hil]

New Ideas For Space Exploration: The Center For Space Nuclear Research

Airplanes flying for years without refueling. One year roundtrips to Mars and back. A traveling Lunar base. Topics from the CSNR Summer Fellows Program. Dr. S. Howe; Fri 7:00 pm; 203 [Hil]

How Are Scientists Looking for Life Beyond Earth?

Searching for extraterrestrial life isn't done haphazardly. It's methodical and high tech. Hear from the real thing; a SETI Senior Scientist. Dr. S. Shostak; Fri 8:30 pm; 203 [Hil]

Live Astronomy

We're doubling your experience this year. Once darkness falls see the skies over Atlanta and/or join Dr. Keel late night in "TeleAstronomy". B. Keel, R. Jakiel; Fri 8:30 pm; 3rd floor pool and 203 [Hil]; 7 Hr(s)

Ptolemy's Ptelescope

This is the 400th anniversary of Galileo's sky discoveries. People had made telescopes before him-but what if it had happened a millennium earlier? B. Keel; Fri 10:00 pm; 203 [Hil]

SATURDAY

Celebrating Apollo 11 Forty Years On-The "Small Step" that Changed the World

In 1969 the 1st humans walked on the Moon. The US Space Program took 'giant leaps' to make this happen. It's been 40 years and it's still amazing! H. Gregory, L. Johnson, J. Kinney III, K. Hougland; Sat 11:30 am; 203 [Hil]

Live Solar Telescope

Celebrate the International Year of Astronomy by daytime star watching. See our own star, THE SUN, live in all it's glory. (Weather Permitting) S. Ramsden; Sat 11:30 am; 203 [Hil]; 4 Hr(s)

Kids With Stars in Their Eyes: Making Your Children Love Space

It's fascinating! The visible night sky and what lies beyond excites you! Kids couldn't be bothered. Can parents get their kids excited about space? L. Johnson, G. Mauldin-Kinney, L. Burns; Sat 1:00 pm; 203 [Hil]

SETI-Why I Don't Believe That UFO's Have Anything to Do With Aliens

You know someone who saw a REAL LIVE UFO! What are all the lights in the sky really?! Just because we don't know doesn't mean nobody does. Dr. S. Shostak; Sat 2:30 pm; Crystal Ballroom [Hil]

Mars Rovers: Spirit and Opportunity at 5 Years-The Beginning of the End?

Still going after all these years but old age is showing. How much longer can Spirit and Opportunity last? T. Ray; Sat 4:00 pm; 203 [Hil]

The Big Bang: How It All Got Started

It started atomically small and is still expanding. What was the Big Bang and how do we know it happened. Dr. P. Gay; Sat 5:30 pm; 203 [Hil]

Defending Earth-What's Stopping Us?

There's an asteroid targeting Earth. Not soon, not Friday 13-April-2036! Here's the latest legal and technical aspects of protecting our planet. A. C. Charania, Dr. J. Bradford; Sat 7:00 pm; 203 [Hil]

The Cassini Story-Insights From the People Who Make It Happen

Is it hard working on a probe millions of miles away? 3 JPL Cassini scientists in a 'behind the scenes' look at Saturn's robotic probe-Cassini. K. Grazier, T. Ray, K. Steadman; Sat 8:30 pm; 203 [Hil]

Live Astronomy

We're doubling your experience this year. Once darkness falls see the skies over Atlanta and/or join Dr. Keel late night in "TeleAstronomy". B. Keel, R. Jakiel; Sat 8:30 pm; 3rd floor pool and 203 [Hil]; 7 Hr(s)

Myths In the Movies: How NOT to do Space Exploration

Don't miss these kindred scientists rip apart the biggest myths and fallacies in Sci-Fi TV and movies. Better than a comedy show; guaranteed laughs! K. Grazier, P. Plait, J. Paglia; Sat 10:00 pm; Crystal Ballroom [Hil]

SUNDAY

Tale of Two Moons: Saturn's Enceladus and Titan

Enceladus, with its water geysers, is ever so intriguing. In Titan, we have possible parallels to a very young Earth. Saturn's moons have much we can learn from. T. Ray; Sun 10:00 am; 203 [Hil]

Paradise Regained: Regreening of Planet Earth

What effect has modern civilization had on the planet and its ecological systems? How the resources of the solar system can be used for terrestrial benefit? L. Johnson; Sun 11:30 am; 203 [Hil]

Live Solar Telescope

Celebrate the International Year of Astronomy by daytime star watching. See our own star, THE SUN, live in all its glory. (Weather Permitting) S. Ramsden; Sun 11:30 am; 203 [Hil]; 4 Hr(s)

The Hubble Space Telescope: An Insider's View

The BadAstronomer has history with the Hubble! Once involved in building Hubble hear a unique view of the what the new and improved Hubble has to offer. Sun 1:00 pm; 203 [Hil]

Brought to You By NASA: What if There Was No Space Program?

Rewards from the Space Program are many and almost completely unknown. What necessities of life would we be without if the Space Program never was. G. Mauldin-Kinney, J. Kinney III; Sun 2:30 pm; 203 [Hil]

Jupiter Impact-Act II

Jupiter's been slammed again! Venus suddenly sports a bright white spot! Our solar system is far from a static place! R. Altstatt, R. Jakiel; Sun 4:00 pm; 203 [Hil]

NASA's Almost MMO

An MMO by NASA?! Can an engineering bureaucracy developed MMO with educational content be worth playing? A sci-fi author and a NASA scientist think so. L. Johnson, T. Zahn; Sun 4:00 pm; Capitol Ballroom [S]

T-60 Seconds and Counting: Launching the Space Shuttle

A minute before lift-off to orbit; launching the Space Shuttle is INTENSE. Water spraying, sparks flying, gases burning; what's happening may not be what you think! K. Hougland; Sun 5:30 pm; 203 [Hil]

Galaxy Zoo

Citizen science. Ordinary people helping to classify thousands of galaxies. Dr. P. Gay; Sun 7:00 pm; 203 [Hil]

The Great Space Observatories-2009 Update

A big year for Hubble and Kepler began its search for new exo-planets. Spitzer and Chandra are still taking extraordinary images! Update 2009! B. Keel; Sun 8:30 pm; 203 [Hil]

Live Astronomy

We're doubling your experience this year. Once darkness falls see the skies over Atlanta and/or join Dr. Keel late night in "TeleAstronomy". B. Keel, R. Jakiel; Sun 8:30 pm; 3rd floor pool and 203 [Hil]; 7 Hr(s)

Deep Space Explorers

Robotic explorers go where no human being or Earth made machine has gone before. Rovers on Mars, a probe to Mercury and 1on the way to Pluto and beyond. H. Gregory, B. Keel; Sun 10:00 pm; 203 [Hil]

MONDAY

The History of Solar Observing

It's been a fixture in the life of every human ever to exist. It's been feared and worshiped. How has mankind viewed the Sun from Stone age to space Age S. Ramsden; Mon 10:00 am; 203 [Hil]

Constellation\Orion Project: NASA's Next Big Thing

The shuttles end in 2010. What will replace them? Are we still going back to the Moon? Just what is the Constellation\Orion Project? G. Mauldin-Kinney; Mon 11:30 am; 203 [Hil]

Live Solar Telescope

Celebrate the International Year of Astronomy by daytime star watching. See our own star, THE SUN, live in all its glory. (Weather Permitting) S. Ramsden; Mon 11:30 am; 203 [Hil]; 4 Hr(s)

Mars Science Laboratory Rover

It's the next big rover-we mean BIG-that will take on Mars. Hear all about it! K. Steadman; Mon 1:00 pm; 203 [Hil]

Backyard AstroPhysics-You Don't Need a PhD to Do Astronomy

Our glorious night sky. Love astronomy but fear 'physics'? You can have the wonders of our universe with ease in your own backyard. B. Keel, Dr. P. Gay; Mon 2:30 pm; 203 [Hil]

Space Track Wrap

We end our Space Track weekend celebrating Apollo 11's 40 years and IYA. Come say goodbye and have some LN2 ice cream and other goodies Mon 4:00 pm; 203 [Hil]

STAR TREK: TREKTRAK (TREK)

FRIDAY

TrekTrak Presents Leonard Nimoy and William Shatner [DCTV DELAY]

William Shatner and Leonard Nimoy are known around the world as the iconic Captain James T. Kirk and Mr. Spock from the original *Star Trek* series. L. Nimoy, W. Shatner; Fri 10:00 am; Atrium Ballroom [M]

Professional *Star Trek* Costuming

Experienced costume designers discuss how they built their professional-quality *Star Trek* costumes and demonstrate how you can build your own at home. C. Lambeth, J. Cawley; Fri 11:30 am; Savannah 1 [S]

Star Trek Authors Cavalcade

Star Trek authors discuss their past, current and upcoming works and how rebooting *Star Trek* will affect the future of *Star Trek* adventures in print. P. David, K. DeCandido, A. Foster, R. Greenberger; Fri 11:30 am; Savannah 2-3 [S]

Star Trek: Enterprise Stars I [DCTV DELAY]

John Billingsley played Doctor Phlox and Anthony Montgomery played Ensign Travis Mayweather in 98 episodes of *Star Trek: Enterprise* from 2001 to 2005. A. Montgomery, J. Billingsley; Fri 1:00 pm; Grand Ballroom A-F [S]

Designing *Star Trek* with Rick Sternbach

The senior illustrator/designer for *Star Trek*: TMP, TNG, DS9 and Voyager describes how he imagined future technology for the 23rd and 24th centuries. R. Sternbach; Fri 2:30 pm; Savannah 1 [S]

Starship *Farragut*

Cast and crew discuss this Internet series and present two episodes: the live action "A Rock and a Hard Place" and the animated "Power Source." Fri 2:30 pm; Savannah 2-3 [S]

Star Trek Academic Scholarship

Explore the past, present and future of academic scholarship on Star Trek as we survey its history with an emphasis on changes from the '80s to today. M. Brown; Fri 4:00 pm; Savannah 1 [S]

The Missing Minority

Why were there no openly gay characters J. J. Abrams' new Star Trek? Will there be any GLBT representation in future Trek movies? If not now, when? S. Berman, C. Pedraza; Fri 4:00 pm; Savannah 2-3 [S]

Star Trek: Voyager Stars I

Kate Mulgrew played Capt. Kathryn Janeway, and Garrett Wang played Ensign Harry Kim on Star Trek: Voyager. G. Wang, K. Mulgrew; Fri 5:30 pm; Grand Ballroom A-F [S]

J. J. Abrams' Star Trek: The Verdict

Everything old is literally new again in J. J. Abrams' blockbuster reinvention of the 43-year-old Star Trek franchise. What worked? What didn't? J. Snider, C. Pedraza, R. Sternbach, D. Reddick, L. Sutton; Fri 7:00 pm; Savannah 1-3 [S]; 2.5 Hr(s)

Keela and Katkith's Klingon Karaoke

Join Keela and Katkith for Klingon Karaoke, an intergalactic songfest experience! Come enjoy karaoke like never before! TODAY is a GOOD day to SING! Keela and Katkith (M); Fri 10:00 pm; Savannah 1-3 [S]; 2.5 Hr(s)

SATURDAY

Star Trek Games, Gaming and RPGs

Our Panel of experts discuss the variety and scope of Star Trek gaming, from the oldest games to the latest online games such as Star Trek Online. A. Greenberg; Sat 10:00 am; Savannah 1-3 [S]

TrekTrak Presents Dr. Phlox: John Billingsley

John is best known to Star Trek fans for playing Doctor Phlox, the Denobulan chief medical officer of the Enterprise NX-01, on Star Trek: Enterprise. J. Billingsley; Sat 11:30 am; Savannah 1-3 [S]

The TrekTrak Show

Patrick Stewart played Capt. Jean-Luc Picard in Star Trek: The Next Generation and Kate Mulgrew played Capt. Kathryn Janeway in Star Trek: Voyager. J. Cawley, K. Mulgrew, P. Stewart, E. L. Watts (M); Sat 1:00 pm; Atrium Ballroom [M]

Live Long and Prosper: TrekTrak Presents

Leonard Nimoy [DCTV DELAY]

Leonard is known worldwide for his thrice Emmy Award-nominated portrayal of the iconic half-human, half-Vulcan Spock in the original Star Trek series. L. Nimoy; Sat 4:00 pm; Atrium Ballroom [M]

TrekTrak Presents Harry Kim: Garrett Wang

Garrett is most famous for his role as operations officer Ensign Harry Kim in 170 episodes of Star Trek: Voyager from 1995 to 2001. G. Wang; Sat 5:30 pm; Savannah 1-3 [S]

Star Trek New Voyages: Phase II

Star Trek Phase II is the fan-created, fan-produced series that has garnered international attention, critical acclaim and even Paramount's blessings. G. Gerard, C. Pedraza, J. Cawley, V. Mignogna; Sat 7:00 pm; Savannah 1-3 [S]

World Premiere: Star Trek New Voyages:

Phase II's

TrekTrak is pleased to present the world premiere of the newest episode of the Internet series Star Trek New Voyages: Phase II, "The Child" C. Pedraza, J. Cawley; Sat 8:30 pm; Savannah 1-3 [S]

Rainbow Flag Party

A high energy dance party featuring hot music from the '70s, '80s and '90s, provided by DJ B-Naut and hosted by OutlantaCon! Cash bar available! Sat 10:00 pm; Savannah 1-3 [S]; 4 Hr(s)

SUNDAY

TrekTrak Presents Travis Mayweather:

Anthony Montgomery

Grandson of legendary jazz musician Wes Montgomery, Anthony played Ensign Travis Mayweather in 98 episodes of Star Trek: Enterprise from 2001 to 2005. A. Montgomery; Sun 10:00 am; Savannah 1-3 [S]

TrekTrak Presents Captain Janeway: Kate

Mulgrew [DCTV DELAY]

Kate is best known for playing Captain Kathryn Janeway on Star Trek: Voyager and had a cameo appearance as Vice Admiral Janeway in Star Trek: Nemesis. K. Mulgrew; Sun 11:30 am; Grand Ballroom A-F [S]

TrekTrak Presents Captain Jean-Luc

Picard: Patrick Stewart [DCTV DELAY]

Patrick played Captain Jean-Luc Picard in Star Trek: The Next Generation and four feature films, Generations, First Contact, Insurrection and Nemesis. P. Stewart; Sun 1:00 pm; Atrium Ballroom [M]

The 2009 Miss Klingon Empire Beauty

Pageant

The competition that challenges the most beautiful women the Klingon Empire has to offer, to be judged in Beauty, Talent and Personality categories! G. Wang, J. Cawley, A. Ruck, A. Montgomery, J. Billingsley, D. Schultz, E. L. Watts (M); Sun 4:00 pm; Grand Ballroom A-F [S]

Happy Hour at Ten Forward

A galactic party where Federation personnel and Klingon warriors meet, greet and snarl at each other! Featuring hot dance music provided by DJ B-Naut! Sun 7:00 pm; Savannah 1-3 [S]; 4 Hr(s)

MONDAY

The TrekTrak Roundtable

A potpourri of all things Trek for subjects not covered and questions not answered at other Panels, moderated by Trek fans who demand to be heard! Mon 10:00 am; Savannah 1-3 [S]

Star Trek Guest Stars

Dekker (Thomas Picard), Fletcher (Kai Winn), Friedericy (ENT), Herd (Adm. Paris), Ruck (Capt. Harriman), McDowell (Soran), Schultz (Reginald Barclay), Vernon (Species 8472). R. Herd, K. Vernon, A. Ruck, D. Schultz, L. Fletcher, B. Friedericy, M. McDowell, T. Dekker; Mon 11:30 am; Grand Ballroom A-F [S]

Star Trek: Enterprise Stars II

John Billingsley played Doctor Phlox and Anthony Montgomery played Ensign Travis Mayweather in 98 episodes of Star Trek: Enterprise from 2001 to 2005. A. Montgomery, J. Billingsley; Mon 1:00 pm; Grand Ballroom A-F [S]

Star Trek: Voyager Ensign Harry Kim

Garrett Wang played Ensign Harry Kim on Star Trek: Voyager. G. Wang; Mon 2:30 pm; Grand Ballroom A-F [S]

TrekTrak Presents: Peter David

Peter David has written dozens of Trek novels, scripted at least as many Trek comics, and authored countless Trek-related articles and short stories. P. David; Mon 4:00 pm; Savannah 1-3 [S]

STAR WARS (SW)

FRIDAY

Greetings, Opening, and Meet the

FanGroups

New for 2009, plus, meet and greet the Fan groups: the 501st, Rebel Legion, Jedi Assembly, and the Mandalorian Mercs. Fri 1:00 pm; Dunwoody [H]

NY Jedi Saber Exhibition

Life like lightsaber battle completely choreographed to make you feel as though you were in the movies! Fri 2:30 pm; Cent I [H]

Meet C3PO!

Anthony Daniels talks about his life behind the mask. A. Daniels; Fri 4:00 pm; Intl N [H]

Ask the Pro with Steve Sansweet

What's Next for Steve Sansweet! S. Sansweet; Fri 5:30 pm; Dunwoody [H]

Surviving the Holidays...Star Wars Style

Can you survive the Holiday Special? If you have to leave early, you have to donate \$1 to the Alzheimers Association. Fri 7:00 pm; Dunwoody [H]

SPACEBALLS: The Panel

Spaceballs, *Family Guy*, *Robot Chicken*...SW has taken over! Let's talk about some of our favorite Parodies and Pop-Culture References. J. Hudgens; Fri 8:30 pm; Dunwoody [H]

Light-Speed Dating

Star Wars Singles. Speed Dating. Meet and Mingle. 18+ only. Fri 10:00 pm; Dunwoody [H]

SATURDAY

Star Wars Prop Building Challenge

How creative can you be? Each team will race against each other and the clock to build the most accurate replica from any of the Star Wars Movies. Sat 11:30 am; Dunwoody [H]

The Hero's Journey

A discussion of the story arc and the novels. The SW Universe is vast, but the mythology is epic. K. Anderson, C. Cunningham, T. Zahn, A. Foster; Sat 1:00 pm; Dunwoody [H]

Star Wars Costume Contest

Come see some incredible costumes from the SW Universe and cheer on your favorites. Prejudging starts Friday. Sat 2:30 pm; Reg VI-VII [H]

Meet the Stars of Star Wars

Meet the Stars of Star Wars; from their favorite stories about production to what they're doing now. D. Prowse, P. Mayhew, S. Sansweet, M. Wood; Sat 4:00 pm; Reg VI-VII [H]

Can We Build It?

Yes we can! R2 units, Lightsabers, props and Armor Construction. Find out how! Sat 5:30 pm; Dunwoody [H]

Last Jedi Standing Trivia

So you think you know Star Wars. Do you know it better than everyone else? Prove it! Sat 7:00 pm; Dunwoody [H]

Mr. Star Wars

The Ultimate Fanboy competition. Improv, trivia, comedy...who has what it takes to be the next Mr. Star Wars?? Sat 8:30 pm; A601-A602 [M]

Party Like it's the Last Day on Alderaan

Let's party like it's the end of the world Sat 10:00 pm; A601-A602 [M]; 4 Hr(s)

SUNDAY

Religion of Star Wars

As the 2d largest recognized religion in the UK, Jedi is gaining in popularity all over the world as it imparts teachings from ancient religions. Sun 10:00 am; Dunwoody [H]

Saber School

For the kiddies, foam sabers and puppet show with a Star Wars theme. Parental supervision required. Sun 11:30 am; Intl N [H]

The Clone Wars

Discussing the series, the movie, and what's next Sun 1:00 pm; Dunwoody [H]

The Science of Star Wars

From droids to space ships to light sabers to blasters...how close are we to a long time ago? Sun 2:30 pm; Dunwoody [H]

The Future of Star Wars

From the upcoming darker season two of *Star Wars: The Clone Wars* focusing on the Rise of the Bounty Hunters, to the latest exciting *Star Wars* games from LucasArts, a worldwide *Star Wars in Concert* tour, join Lucasfilm's Steve Sansweet for a peek into the future. Sun 4:00 pm; Cent II-III [H]

Costuming in the SW Universe

Ask those that dedicate themselves to the intricacies that make these picture perfect costumes just how they do it. Sun 5:30 pm; Dunwoody [H]

Meet the Stars of Star Wars

Listen to stories from the set, from filming, locations, outtakes, and what our Stars are doing now. D. Prowse, P. Mayhew, M. Wood; Sun 7:00 pm; Atrium Ballroom [M]

Happy Anniversary Episode I

Celebrating 10 years of *The Phantom Menace*. Clips, critiques, and discussion. Sun 8:30 pm; Dunwoody [H]

Adult Themes in SW

Not for the kiddies. LGBT, Sex, Slave Leia, Murder of Younglings, Prostitution, Death Stix, etc...it's all here. But what else is missing? 18+ Sun 10:00 pm; Dunwoody [H]

MONDAY

Collecting/Swap Meet

Come discuss the must haves, the hard to finds, etc. And bring your own extras to try and trade up! Mon 10:00 am; Dunwoody [H]

The Comics Universe

There are 107 Star Wars comics that Marvel made. Which ones are worth reading? Which are worth collecting? Which feature Han in purple pants? Mon 11:30 am; Dunwoody [H]

Playing the Galaxies and Other Such Games

MMORPGs, table top, cards, video games, etc. The universe is vast! Where have we been? Where are we heading? T. Dunning, A. de Orive; Mon 1:00 pm; Dunwoody [H]

What did SW get wrong?

That could never happen! Why is this different in this Episode? Where did so-and-so go? Mon 2:30 pm; Dunwoody [H]

Order 66

And now the end is near...What was great? What was not so great? What can we do next year!? Mon 4:00 pm; Dunwoody [H]

STARGATE MULTIVERSE (SGM)

FRIDAY

Stargate: Atlantis Supergate Panel [DCTV DELAY]

Q & A with the stars of the Atlantis Series in our first "Supergate" Panel of 2009. P. McGillion, J. Flanigan; Fri 11:30 am; Atrium Ballroom [M]

Opening Ceremonies

Celebrating 15 years of Stargate, the Stargate Multiverse Track returns (replacing the former SGOW track), bigger and better than ever! Come hear what we have planned for you this weekend. J. Breland-Dykes (M); Fri 1:00 pm; A706 [M]

15 Most Significant Stargate Moments

In celebration of 15 years of Stargate, we have compiled a list of the 15 most significant moments from the original film and two series. Whether you're new to Stargate or a decorated Gater, this panel is for you! J. Poff (M); Fri 2:30 pm; A706 [M]

SG:Interactive

Get groovin' in the Gate with another night of parody, puns, and props as we laugh our way through the fan-favorite episode, "1969." 1960's-style costumes welcomed, but not required. J. Poff (M); Fri 5:30 pm; A706 [M]; 2.5 Hr(s)

Stargate: SG-1 Supergate Panel [DCTV DELAY]
Come and visit in a Q & A with the stars of the SG-1 Series. G. Jones, B. Browder, C. Cunningham; Fri 5:30 pm; Atrium Ballroom [M]

SGMT ConSuite Party

Come Party with us in the ConSuite as we celebrate 15 years of Stargate! W. Christina (M); Fri 8:30 pm; ConSuite

Fan Night Free-for-All

Seasoned and rookie Gaters alike gather together in the track room for random discussions, various forms of media and video sharing, and much more. S. Anne (M); Fri 10:00 pm; A706 [M]

Fan Night Videos

Stargate Videos all night long. S. Anne (M); Fri 11:30 pm; A706 [M]; 2.5 Hr(s)

SATURDAY

SG Roundtable Discussions

Join other fans in discussion of the topics of your choice. We will have tables set up for all major characters and topics, or start your own! J. Breland-Dykes (M); Sat 11:30 am; A706 [M]

SciFiHero.net Presents Stargate Costuming

Join the guys from SciFiHero.net as they answer all your questions about how to turn every day clothing into your own SG uniform. D. Kim (M); Sat 1:00 pm; A706 [M]

SGMT Costume Contest

Now that you've seen how it's done, come see the costumes others have created for our second annual costume contest. Nick "McKay" (J), S. Anne (M); Sat 2:30 pm; A706 [M]

Stargate Multiverse Supergate [DCTV LIVE]

Join us today with stars from both the SG-1 and Atlantis television series in another Supergate Q & A session. P. McGillion, R. Luttrell, J. Momoa, J. Flanigan, C. Cunningham; Sat 4:00 pm; Cent II-III [H]

Sciences and the Gate

Your chance to "talk shop" about some of the scientific notions of gate travel/mechanics and cultural anthropology of human civilizations encountered by various SG teams. Geek out! J. Poff (M); Sat 5:30 pm; A706 [M]

SGMT Games Night

Game Night returns with your favorite Stargate board games, including Are You a Goa'uld? NEW: Midway Station carnival games. Test your skills with Action Figure Ring Toss, the Canopic Jar Knockdown, and more! Nick "McKay" (M), Alli "McKay" (M); Sat 7:00 pm; A706 [M]; 4 Hr(s)

SG:NC-17

Adult/Slash panel: mature sexual relationships, same sex relationships and gender roles in fanfic writing derived from the movie/shows. Why are they written, by whom and for whom. ID will be checked at the door. S. Anne (M); Sat 11:30 pm; A706 [M]; 2.5 Hr(s)

SUNDAY

Real Military vs. Reel Military

How much of the SG multiverse is applicable to the real military that it portrays? Discuss what is real, and what is artistic liberty, in the "reel" military of the SGC. D. Kim (M), RJ Lehnen (M); Sun 10:00 am; A706 [M]

More than Fiction-Fanfiction Writers

What inspires a fan to pick up a pen (or keyboard) and take the Stargate Multiverse into their own hands? Come discuss with the panelists what fanfiction is, might mean to you, and any impact it may actually have in the "real" world of writing. Alli "McKay" (M); Sun 11:30 am; A706 [M]

Roleplaying Games in the SG Multiverse

Discussion of Role Playing in the Stargate Multiverse from Online to Table Top. W. Christina (M); Sun 1:00 pm; A706 [M]

Stargate Multiverse Supergate Panel

Meet the stars of Stargate: SG-1 and Stargate: Atlantis in this fun-filled hour of Q & A with the guests from both shows. R. Luttrell, C. Black, J. Momoa, B. Browder, J. Flanigan; Sun 2:30 pm; Cent II-III [H]

Stargate Charity Auction

In 2008, the Stargate Track raised over \$13,000 for the American Heart Association in memory of Don S. Davis. This year, our goal is \$15,000 for 15 Years of Stargate! P. McGillion; Sun 4:00 pm; Reg V [H]

Stargate Support

Come and meet Gary Jones (MSgt. Walter Harriman) and Colin Cunningham (Major Davis) from Stargate:SG-1 G. Jones, C. Cunningham, J. Breland-Dykes (M); Sun 5:30 pm; A706 [M]

Beat the Geeks Panel with our own Dr.

Everloving Know-It-All McKay

Come test your knowledge of the Stargate Multiverse by facing off against the best of the best in this game show based on Beat the Geeks. Think you're geek enough? Nick "McKay" (M), Alli "McKay" (M); Sun 7:00 pm; A706 [M]

The Women of the Stargate Multiverse

The roles of the Women of Stargate-as stereotypes, ground-breakers, clichés and analogs for our modern society's hopes and fears of and for the modern woman. Can men truly write a complete, complex woman, and can she be honestly portrayed? S. Anne (M); Sun 8:30 pm; A706 [M]

Women of SG Video night

Come relive the episodes and scenes that made the Women of SG the great characters they are. Discussions to follow each episode. J. Breland-Dykes (M); Sun 10:00 pm; A706 [M]; 4 Hr(s)

MONDAY

Stargate Multiverse Supergate Panel

A Q & A with the stars in our final "Supergate" Panel of 2009. Don't miss the cast skit with audience participation. J. Brown, G. Jones, P. McGillion, R. Luttrell, J. Momoa, J. Flanigan, C. Cunningham; Mon 10:00 am; Atrium Ballroom [M]

SFH Presents: Props/Weaponry Demonstration

Members of SciFiHero.net show us some of their reproductions of series weapons and other props, and give us tips on creating our own. D. Kim (M); Mon 11:30 am; A706 [M]

Show and Tell-Stargate Fanworks

Crafting in the Stargate Multiverse is about more than just costumes and props. Fan artists, writers, and crafters share their tips and tricks for bringing the Stargate Multiverse to life in their particular fields. W. Christina (M); Mon 1:00 pm; A706 [M]

Looking forward into SGU

Stargate Universe is on the horizon! Come and explore with us the pros, the cons, and the potential for this great new show. C. Ledbetter (M); Mon 2:30 pm; A706 [M]

Closing Ceremonies

Panel wraps, feedback, and maybe some leftover swag. Tell us what you loved, what you liked, and what we need to let go for next year. J. Breland-Dykes (M); Mon 4:00 pm; A706 [M]

Quick References

Panel descriptions page number in main book, code reference for grid:

Main Programming (MAIN)	8
Friday	8
Saturday	8
Sunday	9
Monday	10
Alternate History (ALT) <NEW>	10
American Sci-Fi Classics (CLSF)	11
American Sci-Fi Media (AMSF)	12
Animation (TOON)	13
Anime/Manga (ANIME)	14
Anne McCaffery's Worlds (WEYR)	15
Apocalypse Rising (AR)	16
Art Show Programming (ART)	17
Autograph Sessions (AUTO)	18
British Sci-Fi Media (BRIT)	18
Comics and Pop Art (COMX)	20
Costuming (CSTM)	21
Dark Fantasy/Horror/Romance (DFH)	22
Electronic Frontiers Forum (EFF)	23
Filking (FILK)	24
Gaming Programming (GAME)	25
Independent Film & Festival (FILM)	25
Live Concerts: Concerts (LIVE)	27
Live Performances: Concourse (CONC)	27
MMORPGs (MMO)	28
Podcasting (POD)	29
Reading Sessions (READ)	30
Robert Jordan's Wheel of Time (WOT)	31
Robotics (ROBOT)	32
Sci-Fi & Fantasy Literature (SFLIT)	32
Science (SCI)	34
Silk Road: Asian Cinema & Culture (SILK)	35
Skeptics (SKEP)	37
Space (SPACE)	38
Star Trek: TrekTrak (TREK)	39
Star Wars (SW)	40
StarGate Multiverse (SGM)	41
Tolkien's Middle Earth (TOLK)	43
Whedon Universe (WU)	44

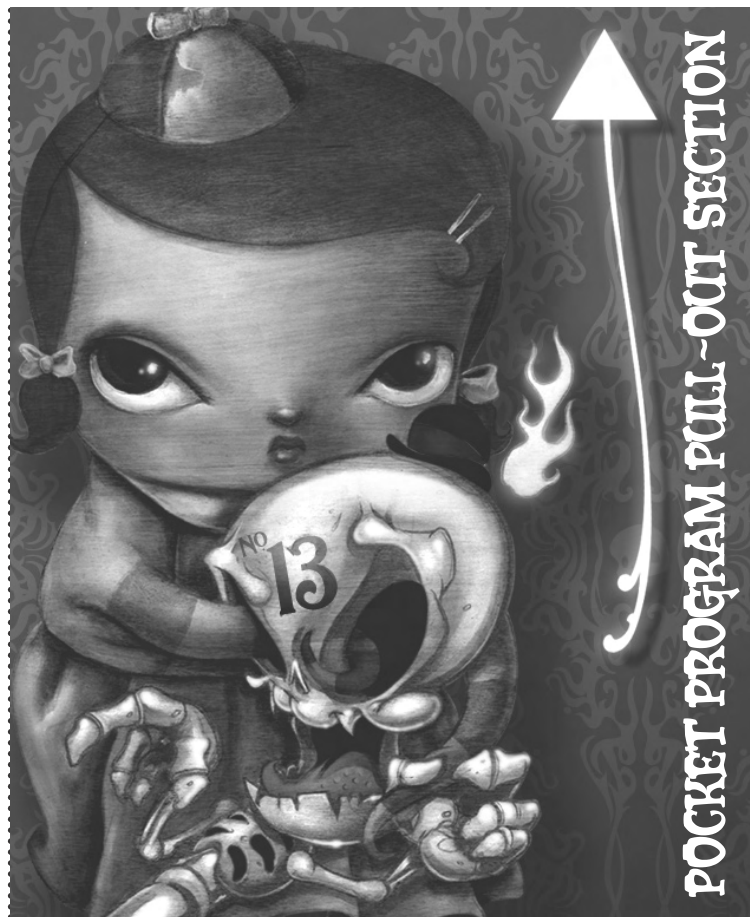
Writer's Track (WRIT)	44
Writers' Workshops (WWS) <NEW>	46
X-Track (X)	46
Young Adult Literature (YA)	48

HOTEL FLOOR LEVEL REFERENCE

Note: page numbers indicate the location of the map for that floor and are in the pullout section:

Hyatt: Ballroom Level:	
CONC, FILM, LIVE, MAIN	33
Hyatt: International Level:	
MAIN	34
Hyatt: Exhibit Level:	
ART, COMX, WWS	35
Hyatt: Conference Level:	
ALT, ANIME, FILK, READ, SFLT, SW, TOON, WEYR, WOT, WWS	36
Hyatt: Embassy Hall:	
DFH, WRIT	37
Marriott: Marquis Level:	
AUTO, CSTM, X	40
Marriott: Lobby Level:	
AR, SILK, TOLK, WU	41
Marriott: Atrium Level:	
AMSF, CLSF, MAIN, SGW, YA	42
Hilton: Second Floor:	
EFF, GAME, POD, ROBOT, SCI, SKEP, SPACE	45
Sheraton: Second Floor:	
BRIT, MMO, TREK	50
Sheraton: Third Floor:	
MAIN	51

FOLD HERE



Friday, September 4, 2009

Fri. 9/4	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
201 (Hil) EFF			Obama Report Card	RIAA vs. Jammie Thomas	Botnets	Personal Privacy 101	Knights Templar	Remix Manifesto	The Pirate Bay Legal Decision (2.5 Hrs)	
202 (Hil) SCI			Bacteriophages- Using Viruses to Cure Disease	Luck, Amazing Coincidences and Delusions	Autism and Vaccination	Antimatter Bombs	Iceworld Hoth, errr...I mean Earth	The Large Hadron Collider	Cryonics - 2009 Update	
203 (Hil) SPACE		Cassini	Global High Speed Cargo Delivery	Women in Engineering & Science	Supporting ISS	What's Wrong With Gravity	New Ideas For Space Exploratio	Life Beyond Earth	Ptolemy's Ptelescope	
204 (Hil) POD			Kick Off!	Podcast Novels	Dragon*Con TV	Books and Ideas	What The Frell	The Sword and Laser	Technorama	
205-207 (Hil) SKEP			Who Are The Skeptics	Skeptics Guide to Parenting	Quackery And Media Commentary	Skeptical Investigator	Fictional Writing and Skepticism	Why We Need Skeptics	Put on an Anti-Superstition Party!	
208-209 (Hil) ROBOT				Intro To Robotics	Meet Bar2D2	Getting Involved With Robotics Locally				
A601-A602 (M) MAIN	Nuts on The Road	Snydecast & Quick Stop Entertainment	Farscape	Writer's Apocalyptic Roundtable	The 1996 Doctor Who Movie	6:00 P Costuming Contest - Prejudge (2.5 Hrs)			Fun*con 2009 (5.5 Hrs)	
A703 (M) CLSF					Build your own Robot	Classic BSG		Stump the Geeks		
A704 (M) AMSF		Meet and Greet	BSG -Angels and Demons			Is Main Stream Media Dying?	At the Movies	Chuck	True Blood	
A706 (M) SGM			Opening Ceremonies	Stargate Moments	SG: Interactive (2.5 Hrs)				Fan Night Free-for-All (2.5 Hrs)	Fan Night Videos (2.5 Hrs)
A707 (M) YA		Coming Soon	Black Woman Missing			Steve Berman's Vintage	Religious Themes	Women Warriors	Blood and Fur	Illustration and Artistry
Athens (S) MMO		Making of Fallen Earth	Guild Wars	Dead MMO Panel	Anarchy Online	Age of Conan	Second Life			
Atrium Ballroom (M) MAIN	Nimoy & Shatner	Stargate: Atlantis	Terry Gilliam (2.5 Hrs)		BSG-Launch tubes active!	Stargate: SG-1		Friday Night Costuming Contest (2.5 Hrs)		12:00 A Weep; 1:30 A Abney Park; 2:30 A Dragon*Dance
Augusta (S) MMO			Quest Givers Signup (4 Hrs)			Machinima (2.5 Hrs)				
Baker (H) TOON			Meet and Greet		Venture Brothers			GI Joe	Fans and Freaks	

Friday, September 4, 2009

Fri. 9/4	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Cairo (H) DFH / FILM				Beginning Cinematography		Frightening Folklore		State of the Goth Scene		
Capitol Ballroom (S) MAIN							Extreme Makeover	Zombie Walk	Zombie Prom (2.5 Hrs)	
Centennial I (H) MAIN			Dukes of Hazard	NY Jedi	[adult swim] Squidbillies	6:30 Opening Ceremonies	Charlaine Harris	An Evening in Bree		12:00 Drum Circle (5.5 Hrs)
Centennial II-III (H) MAIN	Babylon 5	A Clockwork Orange	Buffy and Angel	Firefly Verse			Wrestling			12:00 How I Beame The Bomb 1:30 Bella Morte
Concourse (H) CONC		12:30 Emerald Rose (30 min)	02:00 Marc Gunn (30 min)	03:30 Bedlam Bards (30 min)	05:00 Flynn's Folly (30 min)	06:30 Three Quarter Ale (30 min)				
Courtland (H) ANIME			Meet and Greet	Asian in America	Creating Manga		Modeling and Photography	Operation Anime Storm		
Crystal Ballroom (HiI) MAIN									Gay Themes in the Whoniverse	
Dunwoody (H) SW			Greetings, Opening, and Meet the FanGroups			Steve Sansweet	Surviving the Holidays	Surviving the Holidays	Light-Speed Dating	
Fairlie (H) SFLIT		In the Beginning		Dan Simmons	Showcase: Lynn Abbey	The League of Red-Headed Stepchildren	SF Classics: Laying the Foundations	Small Press or Self Pub?		
Grand Ballroom A-F (S) MAIN	BSG -An Unlikely Partnership	Torchwood	Star Trek: Enterprise	Twilight Time	Draco Malfoy	Star Trek: Voyager	Dr. Horrible's Sing A Long Blog	The Buffy Horror Picture Show	The Buffy Horror Picture Show	Dr. Horrible's Sing A Long Blog
Grand Salon B (HiI) GAME					Intro to D*C LARPS					
Greenbriar (H) SFLIT			First Contact	Book Swap	State of the Genre	Bujold's Fantasies vs SF		Man's Reach Exceeds His Grasp		
Hanover A-B (H) ART			Photoshop Interface	Art and Science of Spaceship Design	Photographing Faeries-Tips & Tricks	Taxes for Artists	DPI Studios	Art of Vintage PinUp		
Hanover C-E (H) MAIN						Marvel vs. DC Family Feud	Sabuti Musashi		Time Travelers Ball	
Hanover F (H) COMICS			D*C Comics Conference	Thrill of the Chase	Dot Comics	Finishing Touches	D*C Comics Conference			

Friday, September 4, 2009

Fri. 9/4	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Hanover G (H) WWS			Seminar 1	Seminar 2	Seminar 3					
Inman (H) FILK		Meet and Greet	What is Filk?	Filking	Pandora Celtica	InstaFilk			Filking	Open Filk (4 Hrs)
International North (H) MAIN		Spin City	Richard Hatch	A-Team	Meet C3PO!	Voice Acting	Bedlam Bards	Tom Smith	World of Hentai	
International South (H) MAIN			Animal House	Heroes	Dean Haglund Improv		Buck Rogers	Feature Screening: From Inside (2.5 Hrs)		Lloyd Kaufman Troma-tizes DC! (2.5 Hrs)
Kennesaw (H) RJWOT			The Grave Is No Bar to My Call	Rand al'Thor and the Women	Royal Family Feud	One Power 201		An Evening at the Winespring Inn (4 Hrs)		
L401-L403 (M) WU					City of Angels					
L504-L505 (M) AR					There IS a fate worse than death			Zombie Walk		
L506-L507 (M) TOLK			How (Not) to Adapt a Hobbit	LotR Advanced Costuming	Getting to know your online friends	Peter Beagle	Dramatic Readings from The Hobbit			
L508 (M) SILK	Silk Road Meet and Greet	I Ching	Asian Philosophy and Mythology	Modular Origami	Haiku	Asian Street Fashion	Drum Circle Etiquette	Ohayo is not Goodbye	Lost In Translation	Tattooing in the Eastern World
M103-M105 (M) CSTM		Trims, Additions, and Thrift Shops	Form and Function	How to Begin Your Costume Skills	Costuming With Spandex	Armor in the SCA	Dressing Up for Showing it Off			
M106-M107 (M) X			Warehouse 13	Make the bad men stop	X Files Comics	X-Files Retrospective		Lost	Supernatural	
M109 (M) X				Tarot Readings		What do the shows get wrong?				
M301-M304 (M) AUTO			C. Douglas, R. Herron, J. St. Giles, J. Kessler	K. DeCandido, J. Wurts, M. Resnick, B. Sitor	E. Donald, A. Taylor, L. Bujold	B. Corbett, T. Gilliam				
Manila / Singapore / Hong Kong (H) WRIT	Write a Story in an Hour	Storytelling...Is It a Lost Art?	I Cannot Tell a Lie	Tell It Like It Is!	Getting In the Game	Looking into the Crystal Ball	World Building	Writing for Film and Television	Fightin' and Writin'	
Montreal / Vancouver (H) DFH		New Blood	A Writer's Guide to Goth & Punk	Vampires Are The New Vampires	Memento Mori: Ghost Stories	Looks That Kill: Gothic Fashion	An Hour With Cruxshadows	City of Dreadful Night	Little Deaths	

Friday, September 4, 2009

Fri. 9/4	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Piedmont (H) ALT		A Time-Travellers Guide	Steampunk Overview	GeneCo Wants You for the Repo!	Steampunk Maker's Panel					
Regency V (H) MAIN	Vampire Diaries Extra Casting Call (2.5 Hrs)		Crypt of Trailers	Reinhardt Legacy Fight Team	Bill Corbett	[adult swim]-Signing		Comics and Pop Art Reception (5.5 Hrs) - Dunny*Fest and Sketch Jam for HERO Initiative (for first hour)		
Regency VI-VII (H) MAIN	Celluloid Heroes	Peek at the 'The Hobbit'	The War To Save Mankind	[adult swim] Dragon Panel II		When Size DOES Matter...	Welcome Back TAPS!	MST3K & Cinematic Titanic (4 Hrs)		
Roswell (H) READ			Janny Wurts	M.H.Bonham	Kevin J. Anderson /Rebecca Moesta	Alethea Kontis				
Savannah 1 (S) TREK		Professional Costuming		Designing Star Trek	Academic Scholarship		J. J. Abrams' Star Trek: The Verdict (2.5 Hrs)		Keela and Katkith's Klingon Karaoke (2.5 Hrs)	
Savannah 2-3 (S) TREK		Authors Cavalcade		Starship Farragut	The Missing Minority					
The Learning Center (H) FILM	International Shorts	Star Wars Fan Film & Sci-Fi	Film Festival Kickoff	Animation Bock 1	Tobe Hooper	Science Fiction - Aliens	The Short Films of Doug Bradley			11:30 P Blaxploitation 1:00 A Twisted Tales/The Death of Alice Blue (2.5)
University (H) READ			Mike Resnick	Lee Martindale	John Ringo	Scott Nicholson				
Valdosta (S) BRIT	Welcome to BritTrack		British Media Gaming I ([])(2.5 hrs)	Inside the BBC		Dreamtime: Neil Gaiman	Alan Moore and The Watchmen	Are You Having a Laugh		British Night (7 Hrs)
Vinings (H) WEYR	Pitching the Tents		Welcome to Weyrfest	Fandom for Noobs	Q&A: Todd and Jody	101 Ways to Kill Your Characters	Singing Ships, Chorusng Crystals	Are You a Werewolf?		
Williams (H) READ				Laura Anne Gilman	Jana Oliver	Dalene Bolesny			Friends of Bill W.	

Saturday, September 5, 2009

Sat. 9/5	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
201 (Hil) EFF	Intellectual Property Basics	Spam, Spam, and Splog	Kryptos and Other Unsolved Codes	Marketing with Twitter	The 'Secret' Copyright Treaty	Problems with Banking Codes	Hacking 101	Don't Talk to Cops	Hacker Film Festival (2.5 Hrs)	
202 (Hil) SCI		Citizen Science	The DARPA Initiative	Intelligent, Tool Using Dinosaurs?	The Universe in Your Pocket (2.5 Hrs)		Synesthesia	Strange and Unusual Research	Science and Fine Art of Makin' Booze	
203 (Hil) SPACE		Celebrating Apollo 11 Forty Years On	Kids With Stars in Their Eyes		Mars Rovers	The Big Bang	Defending Earth	The Cassini Story		
204 (Hil) POD	Making Your Podcast Sound Better	Creative Commons and Legal Issues	The Signal	Podcasting Tips for Working Writers						
205-207 (Hil) SKEP	What Do We Do Now?	American Freethought	Skepticism in Everything	Women's intuition & other fairy tales	The Psychic and the Serial Killer	Mystery Investigators		Skeptic Zone Podcast	The Geologic Show	
A601-A602 (M) MAIN		Who Wants to be a SUPER VILLAIN??	An Hour with Michael Biehn	Karen Allen	Lost vs Fringe	Paranormal Show Guest Star!		Mr. Star Wars	Party Like it's the Last Day on Alderaan (4 Hrs)	
A703 (M) CLSF	Dinosaurs Gone Wild!				The Day the Earth Really Stood Still!		Saturday Night Movie: Forbidden Planet (2.5 Hrs)			
A704 (M) AMSF	Comedy and Humor in Genre Shows		Smallville - Heroes in the Making		BSG - Just how did that go?		On the Horizon	Caprica showing		
A706 (M) SGM		SG Roundtable Discussions	Stargate Costuming	SGMT Costume Contest		Sciences and the Gate	SGMT Games Night (4 Hrs)			SG:NC-17 (2.5 Hrs)
A707 (M) YA		YA Around the World			From Page to Screen	Science Fiction in YA		Faeries and Fairy Tales	Alternative Sexualities	Are You a Death Eater?
Athens (S) MMO	World of Warcraft for Newbies	Lord of the Rings Online	All About Eve	MMO Industry Roundtable	Star Wars: The Old Republic	Guildie As Charged	Legal Issues in MMO Gaming		Party of Loathing (4 Hrs)	
Atlanta (S) MAIN		ERAU Robotics Challenge Building Session (5.5 Hrs)				ERAU Robotics Challenge Competition (2.5 Hrs)				
Atrium Ballroom (M) MAIN		BSG - Journey's End	Patrick Stewart & Kate Mulgrew	Twilight Time	Leonard Nimoy	Buffy and Angel	Atlanta Radio Theatre Company	Dragon After Dark Contest (2.5 Hrs)		12:00 A Hellblinki Sextet 1:30 A Voltaire 2:30 A Dance

Saturday, September 5, 2009

Sat. 9/5	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Augusta (S) MMO	Free (and Freemium) MMOs	FusionFall, from Cartoon Network	Force of Arms	AdventureQuest Worlds - Meet and Greet	Kingdom of Loathing	Runes of Magic	The Future of Storytelling	Machinima (2.5 Hrs)		
Baker (H) TOON		Aqua Teen Hunger Force	Cosplay Contest pre-judging (2.5 Hrs)			Animation at War: Cartoons for Comrades	Animation Production	Stories with Uncle George		
Cairo (H) DFH		Big Effects on a Tiny Budget	Digital Filmmaking Part 1: (2.5 Hrs)		Digital Filmmaking Part 2	Echoes Of The Past	The Firing Squad	Sound of Fear		
Capitol Ballroom (S) MAIN		Lore of Warcraft	Best of MMORPG Screenshots and Videos		Watch The Guild (2.5 Hrs)		The Wobbly Wobbly Timey Whimey Pane		World of Warcraft - Tournament of Azeroth (and Party) (5.5 Hrs)	
Centennial I (H) MAIN		Firefly	Classic Battlestar	Sherrilyn Kenyon	Cosplay Contest	CrossPollination		Dawn 12th Anniversary Look-A-Like Contest (2.5 Hrs)		Drum Circle (5.5 Hrs)
Centennial II-III (H) MAIN		TAPS and Investigating	B5 guests	Eureka - Creation Theory	Stargate Multiverse Supergate	Farscape				12:00 A CruXshadows 1:30 A Lips Down on Dixie (2.5 Hrs)
Concourse (H) CONC	11:00 A Emerald Rose (30 min)	12:30 P Faith and the Muse (30 min)		3:30 P Abney Park (30 min)	5:00 P Bella Morte (30 min)	6:30 P Pandora Celtica (30 min)				
Courtland (H) ANIME			Dub Your Own Anime (2.5 Hrs)			Anime East/West	Costuming 101	FUNimation Premiere!		
Crystal Ballroom (Hil) MAIN			Craig Parker	SETI	Evil Geniuses for a Better Tomorrow	BSG: The Last Half Hour	The Astronomer, the Alien Hunter, and a UFO Skeptic		Myths In the Movies	
Dunwoody (H) SW		Star Wars Prop Building Challenge	The Hero's Journey			Can We Build It?	Last Jedi Standing Trivia			
Fairlie (H) SFLIT	Open Discussion	What Women Want in Their SF-F role	Y'all vs. You Guys		They SHOULD Be Movies!		Defining SF	Economics in SF	Night of the Living Dead Authors	
Grand Ballroom A-C (S) MAIN	Torchwood		An Hour With Draco Malfoy	From MST3K to Cinematic Titanic	Monty Python	Adam Savage			BSG - Colonial Fleet Party! (4 Hrs)	

Saturday, September 5, 2009

Sat. 9/5	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Grand Ballroom D-F (S) MAIN									Mighty Fine Shindig! (2.5 Hrs)	
Grand Hall West (H) ART								Art Show Awards		
Grand Salon B (Hil) GAME			Indie RPG Forum Part 2		LARP Character Workshop	Storytellers' Roundtable				
Greenbriar (H) SFLIT		The Bloody Pulp	You Say Religion, I Say Magic!	Is there a Doctor in the Story?			Keeping Up with the Scientists	Historic Roots of SF and Fantasy (2.5 Hrs)		
Hanover A-B (H) MAIN	The Low Cut Blouse Phenomenon	How to draw Monsters/Aliens	Photography Discussion	Art of Rick Sternbach	Artist Trading Card Workshop	Basic Beading Class	Neography & Scripts			
Hanover C-E (H) MAIN		What Price Immortality?	Meet Traci Lords	Baen Slide Show	Eric Roberts	Tor to Come	Improv with Dean Haglund		The Goon: Inbred Hillbilly Hoedown! (2.5 Hrs)	
Hanover F (H) COMICS	Promo Pack - the art of proper promotion	Mark Brooks	Humberto Ramos	Style Guide - Darwyn Cooke	Lowbrow Lowdown - Art Toys	Lowbrow Lowdown	Public Use of Comics			
Hanover G (H) WWS		Providing the Experience	Characterization	Style and Mood	Plotting					
Inman (H) FILK		Filk in the A.M.	Filking 101	Bedlam Bards	Filking	Marc Gunn	Pandora Celtica	Filk and Cookies		Open Filk (4 Hrs)
International North (H) MAIN		Vic Mignogna	Doug Bradley		Zombie Squad	Fading of the Cries Preview	The Lighter Side of Horror		Tom Smith	12:00 A Dragon*Con Cabaret (2.5 Hrs)
International South (H) MAIN		Helen Slater	Alien Trespass Preview	Leaping from the Page	Sluggy Freelance	Richard Kiel	YA Lit Team Trivia			
Kennesaw (H) RJWOT		WoT Reference Sites	The Original Trilogy	Sword Form Lesson	The Gathering Storm	Costuming and Culture	Illian's Trivia Bee	Verin: Black, Brown, or Purple?	Are You a Darkfriend?	
L401-L403 (M) WU			Replayed!	Dark Horse Presents	Buffy Season 8		Costuming in the WU	WU Costume Contest		I'll Be in My Bunk!
L504-L505 (M) AR			Tickle in the Throat	What is Your Apocalypse?			Game Over, Man	Apocalyptic Costuming		
L506-L507 (M) TOLK		Making Your Costume Extraordinary		Opposites Attract	All Happy Families	Tengwar for the Common Tongue (2.5 Hrs)			Court The Late Night Muse	

Saturday, September 5, 2009

Sat. 9/5	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
L508 (M) SILK		Asian Ball Jointed Dolls	Godzilla Bingo Extravaganza (2.5 Hrs)		Story Time Origami	What's with the Bowing?	Asian Hairstyles	Kimono	Make Up in Japanese Culture	Dance of the Concubines
M103-M105 (M) CSTM		Steampunk Costuming	It's a Cinch - Corset Designing and Drafting	Boys Will Be Girls	Wings and Things	2D to 3D - Bringing Your Designs to Life	7:00 P Historical Costuming 8:00 P After Dark Assembly			
M106-M107 (M) X				Hypnosis: Fact vs. Fiction	Religion and Spirituality		Ghost Hounds Stories	Ghost Hunting Methods	Ghost Stories	
M109 (M) X	Tapping Your Psychic Potential			HG Wells			Tattoo: History and Art			
M301-M304 (M) AUTO		K. Anderson, K. Kurtz, R. Moesta, S. MacMillan	P. David, R. Guiley, C. Barber, A. Steinberger	J. Nye, C. Golden, T. McCaffrey, A. Foster	E. Foster, T. Zahn, E. Flint, L. Bujold	C. Harris, T. Gilliam, D. Gabaldon				
Manila / Singapore / Hong Kong (H) WRIT	Collaborating: Making It Work for You	Time-Travel and Paranormal	Herding Cats, er...Fictional Characters	Best Sellers: How to Make it Happen	Gimme a Break!	How to Write and Sell Graphic Novels	The 1000 Year Stare-Time Trave	Goblins, Minotaurs and Elves, Oh My	Exploring the Final Taboo:	
Marietta (H) READ		How to Get a Real Crispin (2.5 Hrs)	Literary Agent - A.C.	Elizabeth Donald	Jackie Kessler	Brian Dunning				
Montreal / Vancouver (H) DFH		Patient Zero with Jonathan Maberry	Scary Fairy Tales	In Dark Places	Chelsea Quinn Yarbro	Vampires vs. Zombies	Fun With Demonology	Undead in Dixie	Michelle Belanger	
Piedmont (H) ALT		Almost High Noon	The Deadliest Warrior	Farby Fashion and Misguided History	Diana Gabaldon	Alternate History Classics	Rule, Victoria: Mother of All Genres	Lost In Translation	Anachronistic and Retro-Futuristic Music Panel (2.5 Hrs)	
Regency V (H) MAIN		Crossed Swords		[adult swim]-Venture Brothers Signing	Mythic Journeys; Screening with festival shorts (2.5 Hrs)		The 2009 Parsec Awards (2.5 Hrs)		Gonzo Signings (4 Hrs)	
Regency VI-VII (H) MAIN		Lending Voice to Animation	The Venture Bros.	SW Costume Contest	Stars of Star Wars		Dragon*Con Awards Banquet (2.5 Hrs)		Nuts on the Road: Gonzo Sound & Vision (5.5 Hrs)	
Roswell (H) READ		Selina Rosen	Katherine Kurtz	Carole Nelson Douglas	Widgett Walls					
Savannah 1-3 (S) TREK	Star Trek Games, Gaming & RPGs	John Billingsley				Garrett Wang	New Voyages: Phase II	New Voyages: Phase II - World Premiere	Rainbow Flag Party (4 Hrs)	

Saturday, September 5, 2009

Sat. 9/5	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
The Learning Center (H) FILM	Filmmaker Gathering	Animation Block 2: --Twisted Toons	Suspense (2.5 Hrs)			Danger Woman!		The Making of Horror	Horror	11:30 P Cult Cinema: Asian Horror; 1:00 A Feast of Zombies (2.5 Hrs)
University (H) READ		Maggie Stiefvater	Stacia Kane	Keith R.A. DeCandido	Catherine Asaro					
Valdosta (S) BRIT	Doctor Who in Other Media	Arthurian Legend	Needcoffee.com vs the Whoniverse	Brits on the Net	British Costuming	Sarah Jane and K9		The Next Wave	Surviving with Terry Nation	British Night at the Telly 2 (7 Hrs)
Vinings (H) WEYR			Jody Lynn Nye	Crime and Punishment	A Meeting of Minds	Costume Contest	Dragon Poker	Weyrfest Game Night		
Williams (H) READ				Christina Barber	Kat Richardson				Friends of Bill W.	

Sunday, September 6, 2009

Sun. 9/6	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
201 (Hil) EFF		The Wikipedia Effect	Copyright 101	Self Publishing	Cybersecurity Act of 2009	Digital Millennium Copyright Act	Busted	Webcomics	Hacking 201 (2.5 Hrs)	
202 (Hil) SCI	The Hydrogen Myth	Radioactive Zombies	How Much Longer?	Influenza, Swine Flu and You	Darwin's Bulldogs	Quantum Encryption	Death is Only The Beginning	Medical Device Development		
203 (Hil) SPACE	Tale of Two Moons	Paradise Regained	The Hubble Space Telescope	Brought to You By NASA	Jupiter Impact - Act II!	T -60 Seconds & Counting	Galaxy Zoo	The Great Space Observatories	Deep Space Explorers	
204 (Hil) POD	What The Cast	Podcasting for Games and Gamers	Podcasting with Puppets	Astronomy Cast	I Should Be Writing	Fandomania Podcast	Galactica Quorum Podcast	Comedy4Cast & Friends	Reality Break	
205-207 (Hil) SKEP	Are We Alone: A Discussion		Skeptics Guide To The Universe		Adventures inside the Discovery Institute	Is Intelligent Design Scientific?	Skeptoid	The Truth About Ghosts and Ghost Hunting	Future of Atheism	
208-209 (Hil) ROBOT				Organizing An Event	Combat Robotics					
A601-A602 (M) MAIN	Catherine Bach	Dirk Benedict	Karen Allen	Lou Ferrigno	Life in the Dollhouse	Richard Herd	The House Always Wins! Karaoke / Casino Night	The Next Doctor		
A703 (M) CLSF				Tribute to Forrest Ackerman	Faith and Fantasy: Sacrifice		Voyage to the Bottom of the Sea: 45 Years (2.5 Hrs)			
A704 (M) AMSF	Eureka - Small town living at its best	TV Zombies rising			Heroes - Death is merely an Inconvenience		Caprica - The New/Old Horizon	Terminated! Sarah Connors Chronicles	Oh the Humanity?!	
A706 (M) SGM	Real Military vs. Reel Military	Fanfiction Writers & Their Craft	Roleplaying Games in the SG Multiverse			Stargate Support	Beat the Geeks Panel	The Women of the Stargate Multiverse	Women of SG Video night (4 Hrs)	
A707 (M) YA	Dark Arts and Crafts with YA Lit		Family in Harry Potter	Kathleen Duey's Skin Hunger		Yule Ball Costume Contest Judging				
Athens (S) MMO	Star Wars Galaxies	EverQuest Meet & Greet	What's Wrong With WoW?	EverQuest 2	Free Realms	The Agency	DC Universe Online		DC*MMO Live Action Quest Wrapup Party (4 Hrs)	
Atlanta (S) MAIN					Thriller Practice Session 1	Thriller Practice Session 2				

Sunday, September 6, 2009

Sun. 9/6	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Atrium Ballroom (M) MAIN	Leonard Nimoy - Beyond Spock	Draco Malfoy	Captain Jean-Luc Picard: Patrick Stewart	Buffy and Angel	Twilight Time	BSG	Meet the Stars of Star Wars	Masquerade Overflow (2.5 Hrs)		12:00 A I Fight Dragons 1:30 A mc chris 2:30 A Dragon*Dance (2.5 Hrs)
Augusta (S) MMO	Jumpgate Evolution	Champions Online	Global Agenda	Warhammer Online	Star Wars Combine	City of Heroes	Machinima (2.5 Hrs)			
Baker (H) TOON	European Animation	G4's series Code Monkeys	Knowing is Half the Battle	Imaginal Cells Filmworks	Independent Films	Megas XLR: Chicks Dig Giant Robots	Scott Adsit	Animation at War	Fans and Freaks	
Cairo (H) DFH		Independent Film Directing	Film Tech: New Camera Technologies		Sci-Fi Sets on the Cheap	Weird Tales				
Capitol Ballroom (S) MAIN	World of Warcraft User Addons	Doctor Who: the Classic Series	Crow vs Crow	Chuck - A Glimpse within the Intersect	NASA's Almost MMO	Hardcore MMO Trivia (2.5 Hrs)			Fan Party with Sony Online (5.5 Hrs)	
Centennial I (H) MAIN	9:00 A Iron Artist (2.5 Hrs)	Farscape - Back down the Wormhole	Writer to Writer: Keith DeCandido interviews Alan Dean Foster		Writer to Writer: Ringo interviews Bujold			Masquerade (2.5 Hrs)		11:30 P Masquerade Photos (30 min) 12:00 A Drum Circle (5.5 Hrs)
Centennial II-III (H) MAIN	Smallville - Path to Destiny	Stealth Science and Skeptical Thought	Heroes - The Road to Hell	Stargate Multiverse Supergate Panel	The Future of Star Wars					12:00 A Faith and The Muse 1:30 A Ayria
Concourse (H) CONC			2:00 P Ghosts Project (30 min)	3:30 P Tom Smith (30 min)	5:00 P Hellblinki Sextet (30 min)	6:30 P Spider Lilies (30 min)				
Courtland (H) ANIME	How to Read a Manga			Otaku Jeopardy	Manga as High Art: Self-Defense for the Otaku	Costuming and the Community	FUNimation Feature Anime Premiere!	GHOST in the SHELL and the Future of Anime		11:30 A Dub your own Hentai I 1:00 A Dub your own Hentai II
Crystal Ballroom (Hil) MAIN	The Science of Battlestar Galactica			JREF Presents: How You Can Combat Woo			Craig Parker Q&A			

Sunday, September 6, 2009

Sun. 9/6	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Dunwoody (H) SW	Religion of Star Wars		The Clone Wars	The Science of Star Wars		Costuming in the SW Universe		Happy Anniversary Episode I	Adult Themes in SW	
Fairlie (H) SFLIT	Where do you go when you need...	Q&A: Gene Wolfe		Found in Translation		My Brain Hurts!	RRF: Rapid Fire Readings (2.5 Hrs)	Sex in SF/Fantasy		
Grand Ballroom A-C (S) MAIN	Torchwood: Children of Earth	Captain Janeway: Kate Mulgrew	Come With Me if You Want To Live		The 2009 Miss Klingon Empire Beauty Pageant		Thriller World Record attempt!			
Grand Ballroom D-F (S) MAIN								Yule Ball (4 Hrs)		
Grand Salon B (Hil) GAME	LARP Character Workshop		LARP System Design: The Player or the Character?		LARP Genres: Moving beyond Fantasy			LARP Costuming and Props Exhibition		
Greenbriar (H) SFLIT	Xenoarcheologist's Road Show	Identity in SF & Fantasy		Beyond Binaries - Gender Roles in SF/F		Military in SF/Fantasy	That Can Never Happen!	Sci-Fi & Fantasy Jeopardy	Songs from Diamond Star	
Hanover A-B (H) ART	Behind the Painting and up it's Skirts	Drawing Wings for Fantasy Art	Monster in an Hour	Art Show Jury Discussion	Star Wars in Art	Dragon*Con Artist Trading Card Swap	Bring Your Imagination to Life with DAZ Studio	Dr. Sketchy's Anti Art School		
Hanover C-E (H) MAIN		A Time with Anne When	Lois McMaster Bujold	Sabutai Musashi: Ningage-ryu		WoTCostume Contest	The Art of Illustration	Bleeding Into The Mainstream		11:30 P AMV Contest 1:00 A AMV Videos
Hanover F (H) COMICS	Creative License	Local Flavor - Atlanta's comics	Feminine Wiles	Where Have all the Heroes Gone	Peculiar Memories	That's Illustration!	History, Technology, and Identity			
Hanover G (H) WWS			Plot Analysis	21 Days to a Novel	Edit to perfection					
Inman (H) FILK		Filking Workshop	Bedlam Bards	Filking	Marc Gunn	Filking			Filking	Open Filk
International North (H) MAIN		Saber School	Voice Acting Pane	An hour with Space Ghost	Gonzo Panel Show (2.5 Hrs)		Swords & Science Fiction	Change room over & Setup for Party	There Be Pirates, Arrr! (party)	
International South (H) MAIN	9:00 A Robot Battles: Microbattles Safety & Check-in 10:00 A Robot Battles: Microbattles (4 Hrs)				Sword Form Demonstration		Why Actors Choose Certain Roles			

Sunday, September 6, 2009

Sun. 9/6	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Kennesaw (H) RJWOT	WoT Second Life	The Warders	Wouldst Thou Be Nae'blis?	Beat the WoT Geeks			Costuming and Culture	Wheel of Time Games	Are You A Darkfriend? II	
L401-L403 (M) WU		Browncoats: Redemption	The Writer's Panel			The Big Bad Countdown!				
L504-L505 (M) AR	Oops! How to Survive an Apocalyptic Crisis	S.M. Stirling's World of Embervers		Don't Drink The Kool-Aid	It Isn't Easy Being Green	Dead Men Walking: Zombie 201	Needcoffee vs. the Apocalypse	Distant Early Warning	Zombie Bites	
L506-L507 (M) TOLK	Dwarf Runes for Everyone	Arresting Strangeness	Principles of Arms and Armor	Frodo, the Reluctant Hero		Black and White Ogre Country	The Music of the Ainur	Middle Earth Gaming: Board of the Rings/Peril to the Shire screening (2.5 Hrs)		
L508 (M) SILK	Pigs Might Fly-an Origami Discussion	Origami Round Robin	Tai Chi & Tai Chi Chu'an of Yin and Yang		Gems of the Orient	Tea the Good the Bad and the Awful	Vending Machines and Engrish	Geshia Theater with Ana Ikimaru	New Wave Asian Horror	Adult Themes in Asian Pop Art
M103-M105 (M) CSTM	Looking Into Boots and Shoes	Creating and Using Puppetry as Costume	Leather and Lace	Corseting Class 2 - Waist Training	The Professional Look at Art and Design	Full Steampunk Ahead	Taking A Bigger Bite			Fetish and Flair
M106-M107 (M) X	The Science of Paranormal Psychology	Cryptozoology	Paranormal Research	Dean Haglund	Supernatural: What's next	Fringe Fan Discussion	Lost Fandom Discussion			
M109 (M) X		Writing Paranormal Fiction	Supernatural: The Game							
M301-M304 (M) AUTO	S. Rosen, M.H. Bonham, M. Williamson, D.A. Adams	M. Stackpole, J. Martindale, M. Stiefvater, R. Knaak	J. Ringo, J. Cochrane, J. Maberry, S.M. Stirling	D. Beauchamp, S. Sizemore, L. Bujold, G. Wolfe	L. Abbey, R. Hart, C. Yarbrow, C. Asaro	S. Kenyon, J. Sherman, A. Kontis, J. Everson				
Manila / Singapore / Hong Kong (H) WRIT	How to Get Rejected	Writing for the YA and Children's Market	Strong Female Protagonists:		There I was... Accurate Military Characters	Things I Wish Some Pro Had Told Me (2.5 Hrs)		Writer's Roundtable: You Name It, We Talk About it	Creating a Viable Spiritual Base for Fiction	
Marietta (H) READ	Julia S. Mandala	Susan Sizemore	Dan McGirt		Phil Platt	Mark Henry				
Montreal / Vancouver (H) DFH	Paranormal Romance and Urban Fantasy	The Sacred & The Profane	An hour with Voltaire	I Sing the Body Horrific	Son of Funny as Hell	Tarot: Magic & Mystery	Whatdunnit?	Working the Graveyard Shift	Vampires in Fact and Folklore	

Sunday, September 6, 2009

Sun. 9/6	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P	5:30 P	7:00 P	8:30 P	10:00 P	11:30 P
Piedmont (H) ALT	Steampunk Ladies Sewing Circle and Tea Swap	Sharp-Dressed Men	Time Rovers vs. Jack the Ripper	So, You Want to be a Living Historian?	Sherlock Holmes	The Myth and Reality of Pirates	Steampunk Costuming with Outland Armour	The Grand and Glorious Airship Pirate		
Regency V (H) MAIN		Charity Auction benefiting the American Alzheimer's Association (5.5 Hrs)			Stargate Charity Auction	Behind the Camera	Tom Smith	Bedlam Bards		
Regency VI-VII (H) MAIN	Cast of Babylon 5 Q&A	What's the weirdest thing we ever saw - TAPS	Give 'em Hellboy!	Bite Me!	An Unauthorized Peek at the 'The Hobbit'		ARTC: The Call of C'thulhu		The 2nd Annual Mad Scientists Ball and Global Domination Strategy Session	
Roswell (H) READ	Sean Taylor	Ann C. Crispin	Van Plexico	Diana Gabaldon	John Everson					
Savannah 1-3 (S) TREK	Anthony Montgomery						Happy Hour at Ten Forward (4 Hrs)			
The Learning Center (H) FILM	The Hunt for Gollum and other Fantasies	Film Festival: Existential Shorts—Thoughtful, Exciting, and Award Winning (2.5 Hrs)			Comedy	Tobe Hooper on Short Film	Putting Science Fiction on Screen	Science Fiction	The Lighter Side of Violence	11:30 P Cult Cinema; 1:00 A Unspeakable Acts (2.5 Hrs)
University (H) READ		Lynn Abbey	Steve Berman	James Maxey	M.B.Weston					
Valdosta (S) BRIT			Amazing Technicolor Dreamcoat	PRIMEVAL!	Brit Pop	Return of Red Dwarf	Baker Street Irregulars	British Media Gaming II (2.5 Hrs)		British Night at the Telly 3 (Video) (7 Hrs)
Vinings (H) WEYR	Space is a Zoo!		McCaffrey Trivia	The Traveling Traders	All That Glitters	The Delphic Oracle	Dragon Sex!	The Gather Square		
Williams (H) READ									Friends of Bill W	

Monday, September 7, 2009

Mon. 9/7	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P
201 (Hil) EFF	Hacking 301	Encrypted Art of James Sanborn	eVoting: 2008 in Review	Digital Forensics and Anti-Forensics	Wrap-Up and Comments
202 (Hil) SCI	Darwinian Dating	The Gender-Gap in Science	The Discovery Institute's Assault on Neuroscience	The Atlanta Transhumanist Society	Earth: The First Two Billion Years
203 (Hil) SPACE	The History of Solar Observing	Constellation\Orion Project	Mars Science Laboratory Rover	Backyard AstroPhysics	Space Track Wrap
204 (Hil) POD	Brazilianisms	Live Music Podcast	Dealing with Social Media Overload	When Things Go Wrong	Podcast Track Sign Off!
205-207 (Hil) SKEP	Skeptical Psychology and in the Classroom	Feeding the Skeptic's Soul	Internet Skepticism	Blogging Skeptically	Skeptrack Sign-Off Party
A601-A602 (M) MAIN	What Nightmares Are Made Of: Icons of Horror		Erin Gray		
A703 (M) CLSF		70 Years of Batman		The British Invasion	
A704 (M) AMSF			Sanctuary		Azrael, Beelzebub and... Earl??
A706 (M) SGM		SFH Presents: Props/Weaponry demonstration	Show and Tell - Stargate Fanworks	Looking forward into SGU	Closing Ceremonies
A707 (M) YA	To the Head of the Class			Post-mortem	
Athens (S) MMO		Post MMOtem Survivor's Gathering (2.5)			
Atrium Ballroom (M) MAIN	Stargate Multiverse	BSG - Into the Bright Beyond			
Baker (H) TOON		Wake up to cartoons!	Independent Films	Futurama: The Next Generation	Track Wrapup
Capitol Ballroom (S) MAIN	The Guild				
Centennial I (H) MAIN	Ghost Hunters		Last Chance: Ask the Authors	Seeker	
Centennial II-III (H) MAIN	Farscape - Fugitive Heroes	An Hour With Draco Malfoy			
Concourse (H) CONC		12:30 P Open Violin Jam (30 min)	2:00 P Emerald Rose (30 min)		
Courtland (H) ANIME		Japan ROX America	How to run a convention	Track Q & A	
Crystal Ballroom (Hil) MAIN	Working with Joss				
Dunwoody (H) SW	Collecting/Swap Meet	The Comics Universe	Playing the Galaxies	What did SW get wrong?	Order 66

Monday, September 7, 2009

Mon. 9/7	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P
Fairlie (H) SFLIT			Dune Messiah: Frank Herbert's works in prose and film	Now that We're There, What?	And Thus To Bed
Grand Ballroom A-F (S) MAIN		Star Trek Guest Stars	Star Trek: Enterprise	Ensign Harry Kim	
Grand Salon B (Hil) GAME	LARP Challenge				
Greenbriar (H) SFLIT			The Science of Michael Crichton	The Write Genes	
Hanover C-E (H) ART		A brief History of Wire Sculpture	Illustration Demo		Grimm Visions: Faerie Tales for the modern age
Hanover C-E (H) MAIN	11:00 Art Auction - Preview	12:00 P Art Auction			
Hanover F (H) COMICS	Scripted Response	My Dark Heart	Peepshow	Best of Burden	My Great Big Fat Dragon*Con Experience!
Hanover G (H) WWS		Showing Off Your Manuscript	Writing Careers in the Post-Paper Era		
Inman (H) FILK	Open Discussion	Open Filking	Filk	Filk - Panel and Discussion	
International North (H) MAIN	Voice Character Panel				
Kennesaw (H) RJWOT	Breakfast & Books	Closing Ceremony	Wheel of Time Arts and Technology	Leavetakings	
L401-L403 (M) WU		Under the Influence	Whedon Family Feud		
L504-L505 (M) AR		Law and Disorder	This Is The End		
L506-L507 (M) TOLK	Sam the Companion	Heroes of The Hobbit	Peril to the Shire	Namárië: Farewell	
L508 (M) SILK	Everything Old is New Again	Origami Open Fold	Towel Origami	The End of the Road	
M103-M105 (M) CSTM	Adding Flair to Your Costume	Brushing Up for the Show	MakeUp Sculpting	Middle Eastern Costume	Say It With Bling
M106-M107 (M) X		How to Conduct a Paranormal Investigation	Religion, Spirituality and the Paranormal	Tthat's not how it was in the book!	
M301-M304 (M) AUTO	S. Nicholson, P. Plait, M. Belanger, L. Bujold	A. Crispin, C. Lambeth, L. Gilman, D. McGirt	M.B. Weston, M. Henry, L. Porter		
Manila / Singapore / Hong Kong (H) WRIT	Challenges for Today's Writers	The Nutman Said	Staying Afloat in an Ever-Changing Market	Plodding or Plotting?	The Future of Fantastic Fiction

Monday, September 7, 2009

Mon. 9/7	10:00 A	11:30 A	1:00 P	2:30 P	4:00 P
Montreal / Vancouver (H) DFH		The Future of Urban Fantasy	Under Raven's Wings: 200 Years of Poe	You Can Still Rot in America!	Anatomy Of A Fan-Track
Piedmont (H) ALT		Broad Universe Rapid Fire Reading - Time Travel	Ancestorcide, Paradox, and Navigating the Multivers	Returning to the Future: Track Wrap-Up	
Regency V (H) MAIN	Short Film Festival: Filmmaker Discussion (2.5 Hrs)		Film Festival: 2009 Awards Ceremony		Closing Ceremonies
Regency VI-VII (H) MAIN	9:00 A Robot Battles Checkin and Testing	Robot Battles (4 Hrs)			
Roswell (H) READ		J F Lewis			
Savannah 1-3 (S) TREK	The TrekTrak Roundtable				Peter David
The Learning Center (H) FILM		Quick Sketch Contest		Award Winning Shorts	Film Festival Closing: What's Next for our Filmmakers and Wrap-up
Valdosta (S) BRIT	Being Human	We Want Information: The Prisoner Panel	Torchwood: CSI Cardiff	Everything Doctor Who	So Long & Thanks for All The Fish: BritTrack Feedback
Vinings (H) WEYR	A Reading with Todd McCaffrey	So Long, and Thanks for All the Shiptish	Dead Dragon Party		

DragonCon*TV Broadcast Schedule

FRIDAY, SEPTEMBER 4	SATURDAY, SEPTEMBER 5	SUNDAY, SEPTEMBER 6	MONDAY, SEPTEMBER 7
9:00 am The Dragon*Con Late Show <i>Live</i>	9:00 am The Dragon*Con Late Show <i>Live</i>	9:00 am The Dragon*Con Late Show <i>Live</i>	9:00 am The Dragon*Con Late Show <i>Live</i>
10:00 am Babylon 5 Guests <i>Live</i>	10:00 am Star Trek: Enterprise Stars I <i>(Friday) Rebroadcast</i>	10:00 am Smallville-Path to Destiny <i>Live</i>	10:00 am Farscape-Fugitive Heroes <i>Live</i>
11:00 am The Dragon*Con Late Show <i>Rebroadcast</i>	11:00 am The Dragon*Con Late Show <i>Rebroadcast</i>	11:00 am The Dragon*Con Late Show <i>Rebroadcast</i>	11:00 am The Dragon*Con Late Show <i>Rebroadcast</i>
11:30 am A Clockwork Orange Remembered <i>Live</i>	11:30 am Twilight Time <i>(Friday) Rebroadcast</i>	11:30 am Stealth Science with Adam Savage <i>Live</i>	11:30 am An Hour with Draco Malfoy <i>Live</i>
12:30 pm The Dragon*Con Late Show <i>Rebroadcast</i>	12:30 pm The Dragon*Con Late Show <i>Rebroadcast</i>	12:30 pm The Dragon*Con Late Show <i>Rebroadcast</i>	12:30 pm The Dragon*Con Late Show <i>Rebroadcast</i>
1:00 pm Leonard Nimoy & William Shatner <i>Rebroadcast</i>	1:00 pm All Alone in the Night-B5 Guests <i>Live</i>	1:00 pm Heroes-The Road to Hell <i>Live</i>	1:00 pm Off air
2:00 pm Stargate: Atlantis Supergate Panel <i>Rebroadcast</i>	2:30 pm Eureka-Creation Theory <i>Live</i>	2:00 pm Buffy and Angel Guest Extravaganza <i>(Saturday) Rebroadcast</i>	
3:00 pm Buffy and Angel Guest Extravaganza <i>Rebroadcast</i>	4:00 pm Stargate Multiverse Supergate <i>Live</i>	3:00 pm Leonard Nimoy-Beyond Spock <i>Rebroadcast</i>	
4:00 pm An Hour in the Firefly Verse <i>Rebroadcast</i>	5:00 pm BSG-Journey's End <i>Rebroadcast</i>	4:00 pm An Hour with Draco Malfoy <i>Rebroadcast</i>	
5:00 pm War To Save Mankind Starts Now! <i>Rebroadcast</i>	6:00 pm TrekTrak Show-Patrick Stewart <i>Rebroadcast</i>	5:00 pm Torchwood: Children of Earth <i>Rebroadcast</i>	
6:00 pm [adult swim] Dragon Panel II <i>Rebroadcast</i>	7:00 pm From MST3K to Cinematic Titanic <i>Rebroadcast</i>	6:00 pm TrekTrak Presents Kate Mulgrew <i>Rebroadcast</i>	
7:00 pm BSG-An Unlikely Partnership <i>Rebroadcast</i>	8:00 pm The 2009 Dragon*Con Parade <i>Rebroadcast</i>	7:00 pm The 2009 Dragon*Con Parade <i>Rebroadcast</i>	
8:00 pm Torchwood: Captain Jack Experience <i>Rebroadcast</i>	9:00 pm TrekTrak Presents Leonard Nimoy <i>Rebroadcast</i>	8:00 pm Dragon*ConTV Presents Masquerade Pre-Show Show <i>Live</i>	
9:00 pm BSG-Launch Tubes Active! <i>Rebroadcast</i>	10:00 pm Adam Savage <i>Rebroadcast</i>	8:30 pm The 2009 Dragon*Con Masquerade <i>Live</i>	
10:00 pm Stargate: SG-1 Supergate Panel <i>Rebroadcast</i>	11:30 pm The 2009 Dawn Look-Alike Contest <i>Rebroadcast</i>	11:30 pm The 2009 Dragon*Con Masquerade <i>Rebroadcast</i>	
11:30 pm Friday Night Costuming Contest <i>Rebroadcast</i>			

DC*TV CHANNEL LISTS

Hyatt Regency Hotel 41

Marroitt Marquis.....42

Hilton Atlanta.....14

Sheraton Atlanta.....74 or 76

Film Festival Schedule: Hyatt Regency, Learning Center

FRIDAY, SEPTEMBER 4

INAUGURAL BLOCK: INTERNATIONAL SHORTS, 10:00 AM

- **Elephants** (13 min): A family finds elephants in the attic
- **Cell** (7 min): An enigmatic story about a man and his battery
- **realTIME-It's Just a Game...** (26 min): Real spies infiltrate an online game
- **Night and Day** (3 min): A 2D animated character falls in love with a 3D one
- **Springbringer: Songs from the World of New Nature** (20 min): Natural beauty

SCIENCE FICTION SHORTS, 11:30 AM

- **Burden** (10 min): A hero must decide between his duty and saving the world
- **Snapshots** (6 min): When visiting asteroids, leave the flora alone
- **Hirsute** (15 min): A time traveler meets his hairless future self
- **Makazie One** (20 min): War in the Star Wars universe

ANIMATION BLOCK 1: EXTRAVAGANZA, 2:30 PM

- **Chroma Chameleon** (4 min): Chameleon dance party
- **Living with Cartoons** (5 min): A cartoonist lives with his cartoon characters

- **Scrimshander** (7 min): A mysterious past catches up with a solitary bone carver
- **Theosauology** (5 min): Why couldn't dinosaurs have been superheroes?
- **The Bone Orchard** (23 min): A mythic tale voiced by Tim Curry & Mark Hamill
- **Sirens** (6 min): A young boy is drawn into the world of the mythological sirens
- **Jabbawaki** (12 min): A monster's journey of self discovery

SCIENCE FICTION: ALIENS, 5:30 PM

- **Bohemibot** (26 min): A cyborg harpist struggles in an apocalyptic war
- **Dish Communication** (7 min): Angry aliens vs. a prof and cleaning lady
- **Rosfeld** (30 min): A small German village is visited by aliens

FROM INSIDE, 8:30 PM

- **From Inside** (71): Animated tale of a train crossing a post-apocalyptic landscape
- *plus* surprise festival shorts

TWISTED TALES, 1:00 AM

- **X-Mess Detritus** (2 min): Voltaire's dark Christmas parable
- **Cheap Date** (6 min): A twisted tale of intimate puppets
- **Altar** (18 min): An existential janitor and a possessed toilet

- **Who's Your Daddy?** (8 min): A puppet searches for his biological parents
- **Tiny Legs of Fire** (2 min): Knowing what this film is about won't help you
- **Parking Garage** (9 min): Blair's lost in a garage, perhaps forever
- **Until the End of Everything** (7 min): Help Gentleman superspy Ethan Hazard!
- **A Giant Mistake** (4 min): A drunken man confronts a giant
- **The Baby Shredder Song** (5 min): A musical fantasy about a modest proposal
- **Clowns vs. Ninjas** (9 min): The ultimate bloody battle
- **Revenge Academy** (13 min): A murderous student group work on their image
- **The Death of Alice Blue** (87 min): Never intern at a firm run by vampires

SATURDAY, SEPTEMBER 5

ANIMATION BLOCK 2: TWISTED TOONS, 11:30 AM

- **X-Mess Detritus** (2 min): Voltaire's dark Christmas parable
- **Lucy Wants To Kill Herself** (13 min): A suicidal writer and her protective cat
- **A Giant Mistake** (4 min): A drunken man confronts a giant
- **A Christmas Tale** (12 min): An animated 8-year-old's Xmas

- **Revenge Academy** (13 min): A murderous student group work on their image
- **Tiny Legs of Fire** (2 min): Knowing what this film is about won't help you
- **Frantic Undead** (12 min): A curse brings animated zombies

THRILLERS AND SUSPENSE, 1:00 PM

- **SHADOW.NET** (20 min): Intrigue in Internet piracy
- **First Kill** (16 min): There are worse things than a contract killer
- **A Woman in the West** (10 min): A frontier wife does whatever is necessary
- **Urban Wolf** (58 min): An U.S. tourist is persecuted by a CCTV operator in Paris
- **The Price to Pay** (24 min): Jazz music and a beautiful girl—in the trunk of a car

MYTHIC JOURNEYS, 4:00 PM

- **X-Mess Detritus** (2 min): Voltaire's dark Christmas parable
- **Tree of Knowledge** (13 min): The attempt to erect a non-religious Xmas display
- **Mythic Journeys** (94 min): Documentary/animation fusion discusses mythology

THE LIGHTER SIDE OF HORROR, 7:00 PM

- **Elder Elder Sign** (2 min): The cure for your insignificance in a cruel universe
- **Back to Life** (3 min): Frankenstein's Monster questions being created
- **Death in Charge** (15 min): Don't tell mom, the babysitter's Death
- **Soulmates** (19 min): Some ghosts need couple's therapy
- **Death in the Garden** (11 min): The gardener meets Death in the garden
- **Snuggle Time** (5 min): A little girl, a vampire, and a stuffed toy lamb
- **Hector Corp.** (10 min): Watch out for tiny penguins in the corporate world

HORROR SHORTS, 10:00 PM

- **Survivors** (13 min): A classic zombie tale told with Bollywood bite
- **Wilted** (5 min): A young man introduces his homecoming date to his mother
- **Throwaway** (21 min): Abby confronts a bum that has been keeping her awake
- **Trafficking** (8 min): Something is stalking drivers stuck in rush hour gridlock
- **Rekindled** (8 min): An amnesiac woman and a basement of blood
- **Dead EXIT** (17 min): Three survivors combat a multitude of undead

A FEAST OF ZOMBIES, 1:00 AM

- **Zombie Hunters** (13 min): A reality show on zombie hunting in N. Carolina
- **Deadspiel** (8 min): Greatest Curling Zombie Film Ever Made
- **George's Intervention** (93 min): Zombie interventions rarely go well
- **Zombeer** (12 min): Beer leads to zombies. I think we all knew that

SUNDAY, SEPTEMBER 6

FANTASY SHORTS, 10:00 AM

- **Snowyville** (4 min): Magic under the Xmas, with Jim Belushi, Tim Curry
- **Loser Pays, Winner Stays** (2 min): Knights, dragons, and arcade games
- **Bridge** (10 min): A toll bridge, four tourists, and some impressive wire work
- **The Peasant and the Root** (4 min): How do you harvest a magical plant
- **The Hunt For Gollum** (38 min): Strider must find Gollum

EXISTENTIAL SHORTS, 11:30 AM

- **Interpretation** (8 min): A romantic couple encounters philosophical thugs
- **In The Rope** (16 min): A man's only home lies in the rope
- **That's Magic!** (15 min): A magician seeks an answer to what's magic
- **Mrs. Brumett's Garden** (22 min): Are there fairies an elderly woman's garden

- **Magritte Moment** (17 min): A frustrated painter gets help from of Rene Magritte
- **The Winged Man** (14 min): Is Daysi pregnant by a mystical winged man?
- **Striking Metal** (25 min): The true story of Crucifixion reenactors

COMEDY SHORTS, 4:00 PM

- **Shoot!** (8 min): A small commercial shoot gets out of control
- **Animated American** (15 min): A toon hating exec meets an out of work toon
- **Bathtub to Happiness** (27 min): An enchanted comedy with and magical bathtubs
- **Be Good** (11 min): One man's mission to do the right thing—somehow or other

SCIENCE FICTION SHORTS, 8:30 PM

- **Burden** (10 min): A hero must decide between his duty and saving the world
- **Cataclysmo** (7 min): A galactic battle brings a nuclear device to prehistoric earth
- **Enigma** (42 min): A doomed ship, an alien prisoner, and a puzzle

THE LIGHTER SIDE OF VIOLENCE, 10:00 PM

- **The Water** (4 min): A man takes revenge against his fiancée's killer
- **The Action Hero's Guide to Saving Lives** (15 min): Die, rewind, do it again
- **Enter the Sandbox** (3 min): Kung-fu toddlers duel

- **Until the End of Everything** (7 min): Help Gentleman superspy Ethan Hazard!
- **The Baby Shredder Song** (5 min): A musical fantasy about a modest proposal
- **The Assassin Project** (14 min): It's hard to quit being an assassin
- **Clowns vs. Ninjas** (9 min): The ultimate bloody battle
- **A Conscience Will Kill You** (9 min): An homage to Italian sex comedies

UNSPEAKABLE ACTS, 1:00 AM

- **Quiet** (15 min): A newly-deaf girl is attacked by a stalker
- **Unawakening** (9 min): Based on Annabel Lee and an homage to Psycho
- **Excision** (18 min): A neglected teen with an interest in surgery
- **Brother's Keeper** (15 min): There's something bad in the cellar
- **The Icebox** (18 min): A bored man enters an underground game
- **On Edge** (15 min): A mysterious dentist (Doug 'Pinhead' Bradley) operates
- *plus* an hour of surprises

MONDAY, SEPTEMBER 7

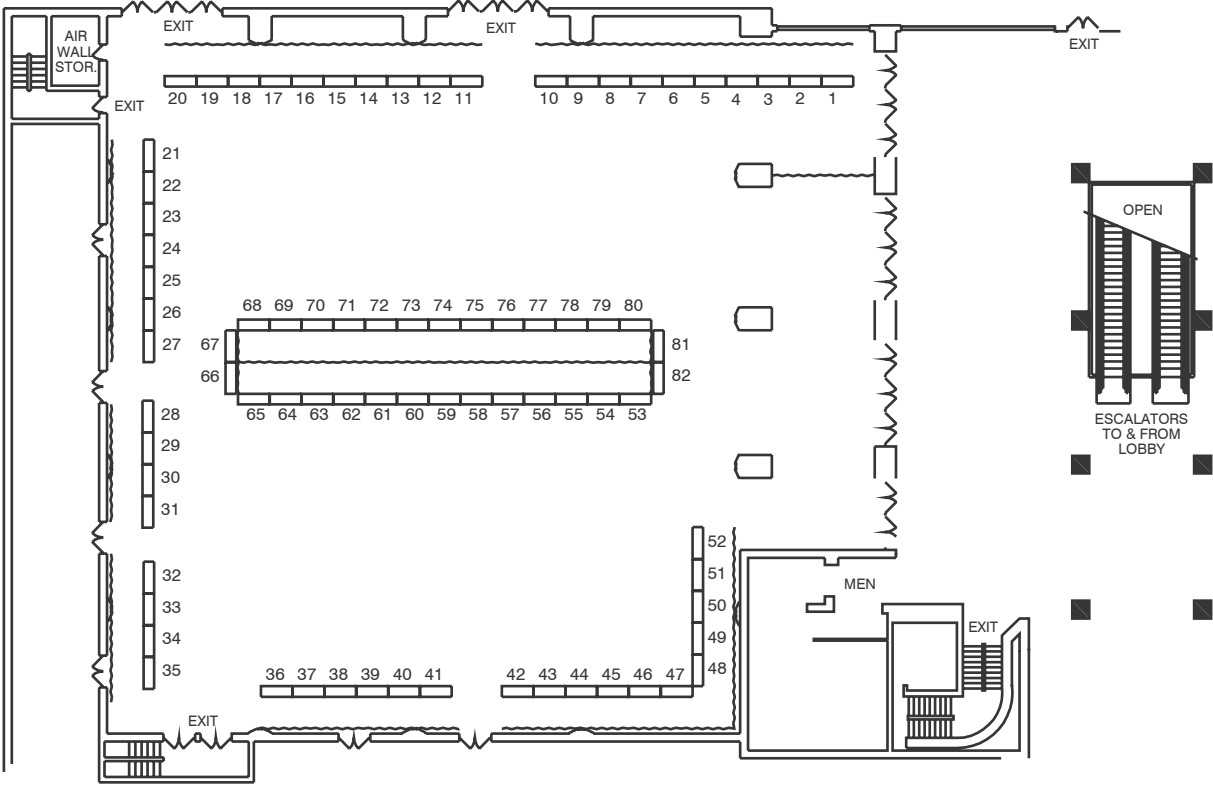
FESTIVAL AWARD WINNERS, 2:30 PM

- Re-screenings of some of our award winning films. Watch the ceremony at 1:00 pm, and see the films now!

Walk of Fame: Guest List

1. Thomas Dekker	23. Erin Gray	45. Peter Jurasik	67. Luciana Carro
2. Stephen Furst	24. Gil Gerard	46. Bruce Boxleitner	68. Catherine Bach
3. Julie Caitlin Brown	25. Mary McDonnell	47. Tracy Scoggins	69. John Schneider
4. Claudia Black	26. Edward James Olmos	48. Anthony Montgomery	70. Lou Ferrigno
5. Ben Browder	27. Kandyse McClure	49. John Billingsley	71. Helen Slater
6. Jason Momoa	28. Michael Trucco	50. William Shatner	72. Eric Roberts
7. Rachel Luttrell	29. Juliani Alessandro	51. Leonard Nimoy	73. Jennifer Blanc
8. Joe Flannigan	30. Kate Vernon	52. Kate Mulgrew	74. Michael Biehn
9. Paul McGillion	31. Richard Hatch	53. Tobe Hooper	75. Craig Parker
10. Louise Fletcher	32. Dirk Benedict	54. Kane Hodder	76. James Marsters
11. Cristine Rose	33. Karen Allen	55. Tony Moran	77. David Gareth Lloyd
12. Justin Chon	34. Barry Bostwick	56. Doug Bradley	78. Lani Tupu
13. Peter Facinelli	35. Alan Ruck	57. Patrick Burns	79. Virginia Hey
14. Tom Felton	36. Patrick Stewart	58. Steve Gonsalves/Dave Tango	80. Malcolm McDowell
15. Charles Fleischer	37. Bruce Davison	59. Jason Hawes/Grant Wilson	81. Malcom McDowell
16. Dave Prowse	38. Dwight Schultz	60. Dustin Pari/Joe Chin	82. Tobe Hooper
17. Peter Mayhew	39. James Cawley	61. Doug Jones	
18. Julie Benz	40. Garrett Wang	62. Richard Epcar	<i>Exhibit Hall</i> -Anthony Daniels
19. Charisma Carpenter	41. Richard Herd	63. Vic Mignogna	
20. Felicia Day	42. Dean Haglund	64. George Lowe/C.Martin Croker	
21. Kristy Swanson	43. Traci Lords	65. Bob Bergen	
22. Ron Glass	44. Claudia Christian	66. Richard Kiel	

Hilton Atlanta: Grand Ballroom



Dealer Tables

INTERNATIONAL HALL

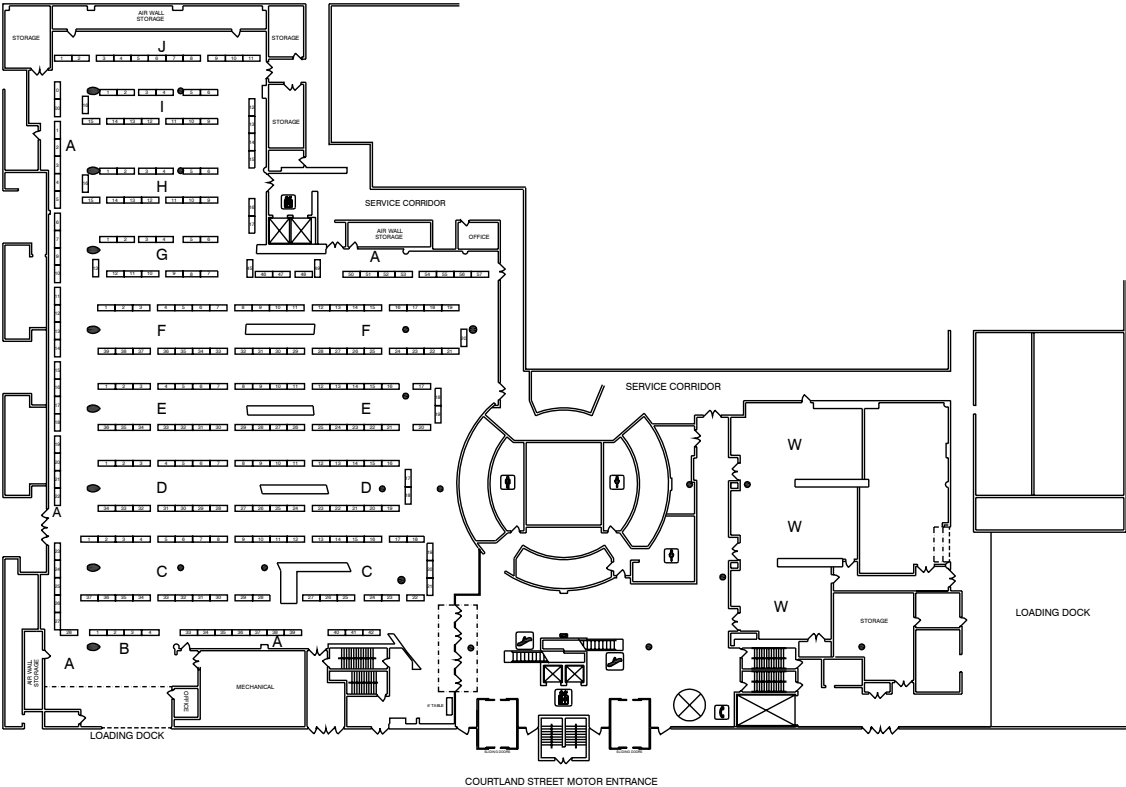
Ambient Arts E 13
 Anime Palace H 2,3
 Anime Remix G 1,2,3
 Aradani Studios F 18,19
 Arsenal Models I 11,12,13,14
 Badali Jewelry Specialties A 9,10
 Bast's Garden E 31,32
 Bill Stout F 21,22
 Binarysoul Designs F 12
 Brick by Brick Design H 14,15
 Buzzy Multimedia F 9, 10, 11
 Chimera Publishing F 14,15,16,17
 Clayguy.Com A 3
 Cool Wick A 13
 The Contact Lens Company A 36
 The Crafty Celts D 30,31
 Crazy Ed's Comics D 16,17
 Creativi-C Designs F 29
 Crimson Chain Leatherworks G 4,5,6
 The Crossed Swords A 56, 57
 Crystal & Fantasy Creations J 1,2
 Darkepoison Designs C 6,7
 Darkside Ltd. F 30
 Discotek Media D 1,2
 The Dragon's Keep C 1,2
 The Dragon's Lair F 23,24,25,26,27,28

Dumpster Wear J 6,7
 Eclipse C 36,37
 The Enchanted Fairy I 9,10
 F. A. E. A 12
 Fandom B 1,2,3,4
 The Fantasy Art of Ash Evans LLC F 31
 Fashions by Figment C 13,14
 Firefly Cargo Bay G 9,10
 Gamer Concepts E 29,30
 Global International Trading G 11,12,13
 Godsavethequeen Fashions A 53
 Greentea Design Inc. A 6,7
 The Griffin Works A 37,38,39
 Hair Candies by Xyn A 27
 Heroes & Dragons C 24,25,26,27
 Holy Cow Anime E 27,28
 Imperial Quartermaster A 1,2
 J & J Enterprises J 8,9,10,11
 Jaxbooks C 16
 Jerry Ohlingers Movie Memorabilia D 32,33,34
 Junior's Comics and Cards D 13,14,15
 Kamo Kilt F 7,8
 Kit Rae Design Studio F 35,36
 The Lovers Knot C 15
 Madd Hatter's Treasure Chest I 3,4,5,6
 Marvelous Mayhem H 4,5,6,9,10,11
 Medical Visions C 12

Midnight Syndicate Soundtracks A 33
 Molly's J 16, 17
 Morlock Enterprises I 1,2
 Mythix Studios Inc H 1
 Nancy's Treasured Gifts J 3,4,5
 Nene Thomas Illustrations D 21,22,23,24
 Odin's Cosmic Bookshelf F 36, 37
 Offworld Designs C 17,18,19,20,21,22,23
 OnTheRunVideo.Com A 15,16,17,18
 Peter Beagle F 20
 Queen's Domain LLC F 1,2,3,39
 Rak Graphics F 5,6
 Ravenwing Wearable Art D 3,4
 Reel Imports F 32,33,34
 Rick Dakan H 16
 Ruth Thompsons Tarnished Images E 1-12, E 36
 Scentsational Salts and Stuff F-4
 Sci-Fi Genre Comics & Games I 15, 16
 Sigh Co. Graphics E 14,15,16
 Spacial Anomaly Gallery F 13
 Spiral Moo C 3,4,5 C 33,34,35
 Starbase Atlanta A 40,41,42 & C 28,29,30,31,32
 Stephanie Romano A 4,5
 Strike Zone D 5,6,7,8,9,10
 StylinOnline.Com C 8,9,10,11

Sundreams And Myths E 33,34,35
 Super Giant Comics A 23,24,25,26
 Titan Games & Comics A 45,46,47,48,49,50,51,52
 Triangle Cards D 11,12
 Troll & Toad D 18,19,20
 Twilight Creations A 34,35
 Venture Effects J 12,13,14,15
 Venusian Airship Pirate Trading Co A 28
 Voodoo Baby A 0, 00
 Walkin' Willie's Comix E 17,18,19,20
 Wee Bee Cards A 11
 Wes Tillander A 19,20,21,22
 Wings by Uber Kio H 12,13
 The Wizard's Wagon E 21,22,23,24,25,26
 Wolfhome Adventuring Outfitters D 25,26,27,28,29
 Wordfire Inc-Kevin J. Anderson A 54, 55
 Yard Dog Press A 14
 Yuki Pearls/Yuki Trading Co G 7,8

Marriott Marquis: International Hall South



Exhibitor Booths

IMPERIAL BALLROOM

A Wrinkle in Time	1605
Adventure Retail	1004,1006,1008,1010,1012
Artemis Leather	1617
Austin Browncoats	1005, 1007
Big City Comics	1307
Blade Replica	1205,1207
Blind Ferret Entertainment	1101,1103
Campaign Coins.....	1601
Catalyst Games.....	1401,1403
Chris Roe Management.....	1600,1602
The Contact Lens Company.....	1305
Edgework Imports Inc.....	1100,1102
Ellen Million Graphics.....	1204
Georgia Fantasy Authors	1304, 1306
Greyson Wolf Inc.....	1607
House of Anime	1206
K and J Non-Sports Cards.....	1615
Meow-Comics.....	1513
Mighty Barnacle.....	1000,1002
Ms. Martha's Corset Shoppe....	1301,1303
Museum Replicas Ltd	1400,1402,1404,1406
Onyx Hollow	1511
Pegasus Publishing.....	1300,1302

Pendragon Costumes.....	1505,1507,1509
Quantum Mechanix Inc.....	1104, 1106
Rebel Base Comics & Toys	1405
RT Originals	1613
Saracura	1621
Scarlett's Corset.....	1504,1506
Shadows on the Wall.....	1500,1502
The Shoe Guy.....	1609
Solomon's Mine.....	1611
Southeastern Browncoats.....	1105,1107
Starbase Atlanta	1201,1203
Tales of Wonder .Com.....	1101,1103,1200,1202
Utilikilts Co LLC.....	1407
Wendy Ellertson Studio.....	1619
World in Chains	1603

MARQUIS BALLROOM

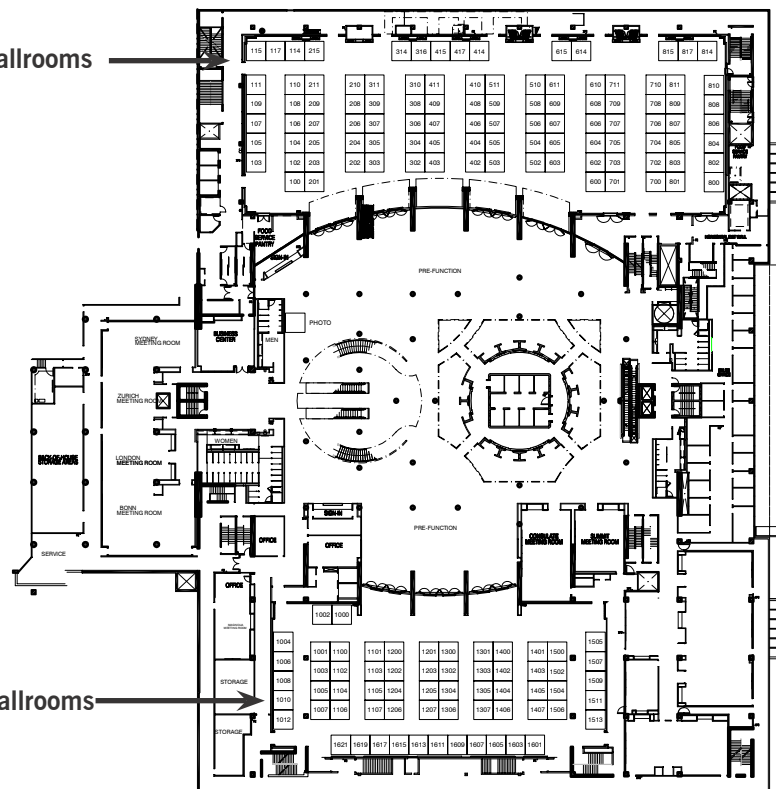
A Wrinkle in Time	314,316,415,417,414
Anthony Daniels.....	402
Applehead Factory Inc	111
Bead-Azzled	100,102
Bruteforce Leather.....	309,311
Bud K. Worldwide.....	603,605,607
Capt. Comics.....	809,811
Chessex Manufacturing.....	704,706,708,710
Corsets by Casta Diva.....	103,105,107
Dark Horse Comics	201,203
Earth Wisdom.....	104,106
Elmore Productions	408,410,511,509
Faery Life.....	503,505,507
Fool Moon Treasures Inc.	508,510
Heroes & Dragons	205
Holistic Design	407, 409
Honeck Sculpture.....	609,611
Intergalactic Trading Co.	404,406
James Hill Gallery	306
Kerlak Publishing	109
Kif's	411
King Roach Enterprises.....	800,802,804

Larry Smith, Bookseller.....	308,310
Lightspeed Fine Art	502,504,506
Linsner.Com	302, 304
Magical Fashions	608,610
Mainframe T-Shirts.....	207
Maxx Empire LLC.....	806,808
Meana Styles.....	805, 807
Miniature Building Authority	403,405
The Missing Volume	614,615
More Than Publicity	707
Mythril Merchants	814,815,817
Needleplay Design	209,211
Pegasus Publishing.....	115,117,114,215
Reel Art	700,702
SellingOutForFunAndProfit.Com	606
Sparkle!	803
StylinOnline.Com	600,602,604,701,703,705
Titan Games.....	208,210
Tom Durham Studios.....	810
Troll & Toad.....	202,204,206,303,305,307
Troma Entertainment.....	801
Unique Unicorns.....	709,711
Voodoo Baby	108,110

Marriott Marquis: Imperial & Marquis Ballrooms

Marquis Ballrooms

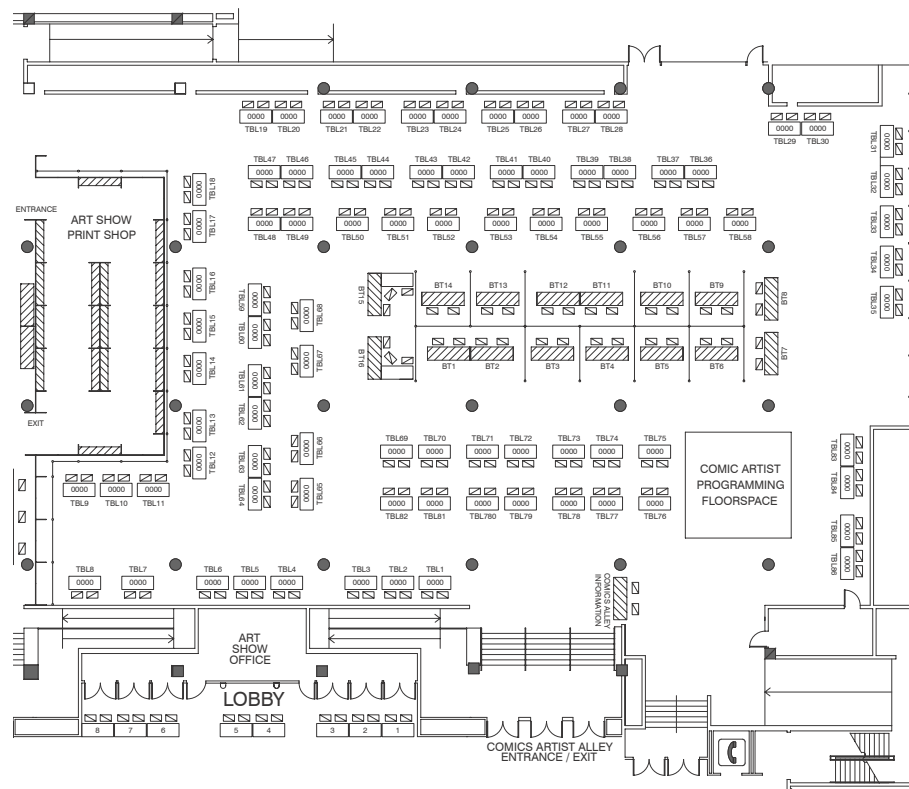
Imperial Ballrooms



Comics Artists Alley Guest List

Heidi Arnhold	GW Fisher	Ted Naifeh	Dirk Strangely
Art Institute	Jason Flowers	Kathie Olivas/ Brandt Peters	Studio Revolver
Avatar Press	Francesco Francavilla	Jason Palmer	Tom Taggart
Baby Tattoo Books	Gaijin Studios	Jason Palmer	Sean Taylor
Eric Basaldua	Stephanie Gladden	Jimmy Palmiotti	Wayne Vansant
Jeremy Bastian	Michael Golden	Bob Pendarvis	Denise Vasquez
Gina Biggs	Rob Granito	George Pérez/HERO Initiative	Loston Wallace
Jennie Breeden	Sanford Green	David Petersen	Chris Warner
Dan Breerton	Chris Hamer	Brandon Peterson	Eric Wight
Mark Brooks	Everette Hartsoe	Michelle Poust	Greg "Dark One" Williams
Bob Burden	Bill Holbrook	Eric Powell	Renee Witterstaetter
James Burns	Chandra Inziello	Jeff Preston	Derek Yaniger
Matt Busch	Jason Palmer	Brian Pulido	Jason Youngbluth
Tommy Castillo	Rich Larson	Humberto Ramos	Zerofriends
Brian Colin	Leo Liebelman	Rodney Ramos	
Amanda Conner	John Lotshaw	David Reddick	
Darwyn Cooke	David Mack	Barry Reese	
Dave Cooke	Jim Mahfood	Rivet Gallery	
Steven Cummings	Randy Martinez	Don Rosa	
Jeremy Dale	Nathan Massengill	Andy Runton	
Peter David	Menton J. Matthews III	Steve Scott	
Brian Denham	Tyson McAdoo	Tony Shasteen	
Desperado Publishing	Tara McPherson	Sean Shaw	
Laurie B!	Mike Mignola	Sidebar	
Doktor A	Eric Morin	Cat Staggs	
Egg Embry	Dean Motter	Ken Steacy	

Hyatt Regency: Grand Hall East



Art Show: Participating Artists

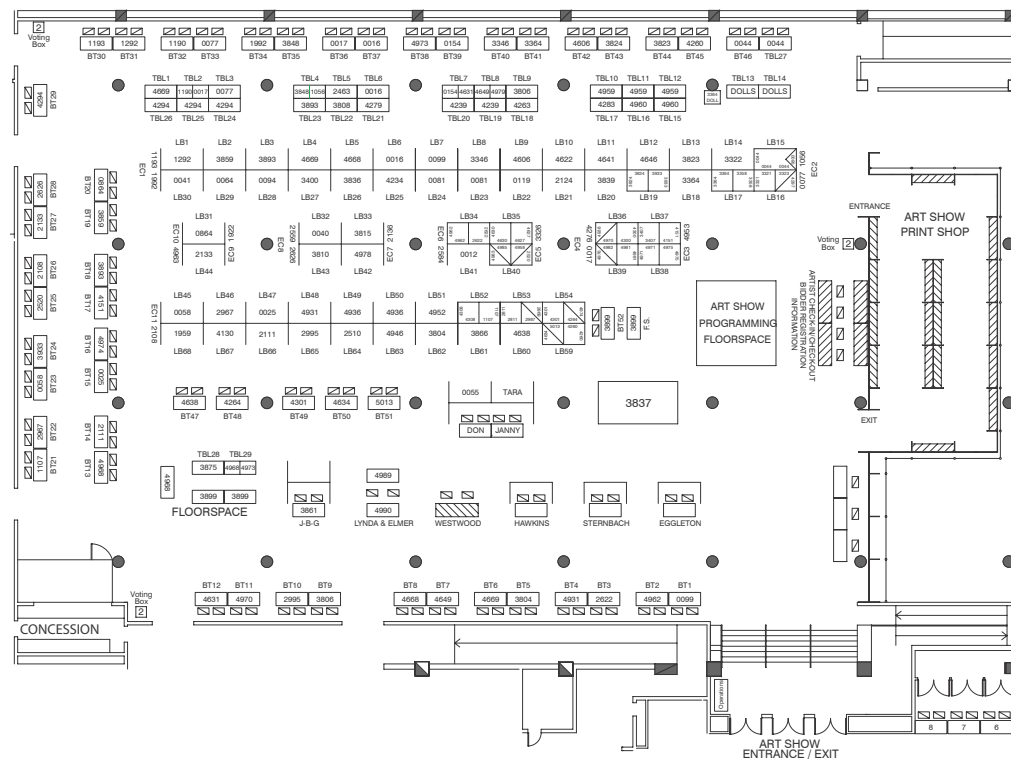
Attending Guest Artists/ Jurors

Michael Budzisz	Caralyn Edwards	Kate Lebherz-Gelinas	Diana Robicheaux	Bill Wieger
Wanda Burns	Luke Eldridge	Meg Lyman	Mark Roland	Maria William
Michelle Burns	Kim Feigenbaum	Brenda Lyons	Elmer Roush	Laura Williams
Daniel Byrd	Joshua Fields	Kerry Maffeo	Nigel Sade	Amy Wood
Melissa Byrd	Tom Fleming	Jen Marlow	William S. Saloka	Brent Woodside
Dave Cain	Ivan Flores	Gabe Marquez	Sandra Santara	Alan Yarmark
Leslie Camara	Joseph Formichella	Theresa Mather	Angela Sasser	
Jeff Carlisle	Jacob & Wayne Fowler	Roy Mauritsen	Clay Sayre	
Rob Carlos	Sarah Frary	Rachel Mayo	Stacia Schmidt	
Marie Carter	Fox Gradin	Patricia McCracken	Sarah B. Seiter	

Participating Artists

Paulina Cassidy	Christy Grandjean	Lynda Metcalfe	Lynnette Shelley
Echo Chernik	Patricia Hedegaard	Jerry Minor	Elizabeth Shick
Brent Chumley	Mark Helwig	Peter Mohrbacher	Jennifer Skarupa
Sarah Clemens	Christopher Hill	Lora LaVonne Moore	Joshua Smith
Mike Conrad	Robert E. Hobbs	Gwyneth Morford	Grace Spengler
Tracy Cornett	James Humble	Stan Morrison	Cristina Steele
Joseph Corsentino	Jennifer Jacobsen	Joseph Mueller	Stacy Stover
Tiffany Crosby	Robin Jaeckel	Christy Nicholas	Apryl Rae Tackett
Kristy Cyples-Gilbert	Bryan Jones	Mael Yako Nohara	Charlene Taylor-Dalessio
Kathleen David	Veronica V. Jones	Karil Nowak	Christine Thomas
Deanna Davoli	John E. Kaufmann	Nicole Pellegrini	Tiffany Toland
Meredith Dillman	Shawna King	Shelly Pinder	Rebecca Hing Kei Tsang
Jessica Douglas	Heather V. Kreiter	Mark Poole	Paul Vincenti
DPI Studios	Chris Kuhlmann	Chris Range	Robert Walker
Lisa Duncan	Stephanie Law	Christopher Ready	Donna Waltz
Kevin Dyer	Laura Law	Laura Reynolds	Scott Webb

Hyatt Regency: Grand Hall West



LOBBY LEVEL

INTERNATIONAL TOWER

BALLROOM LEVEL

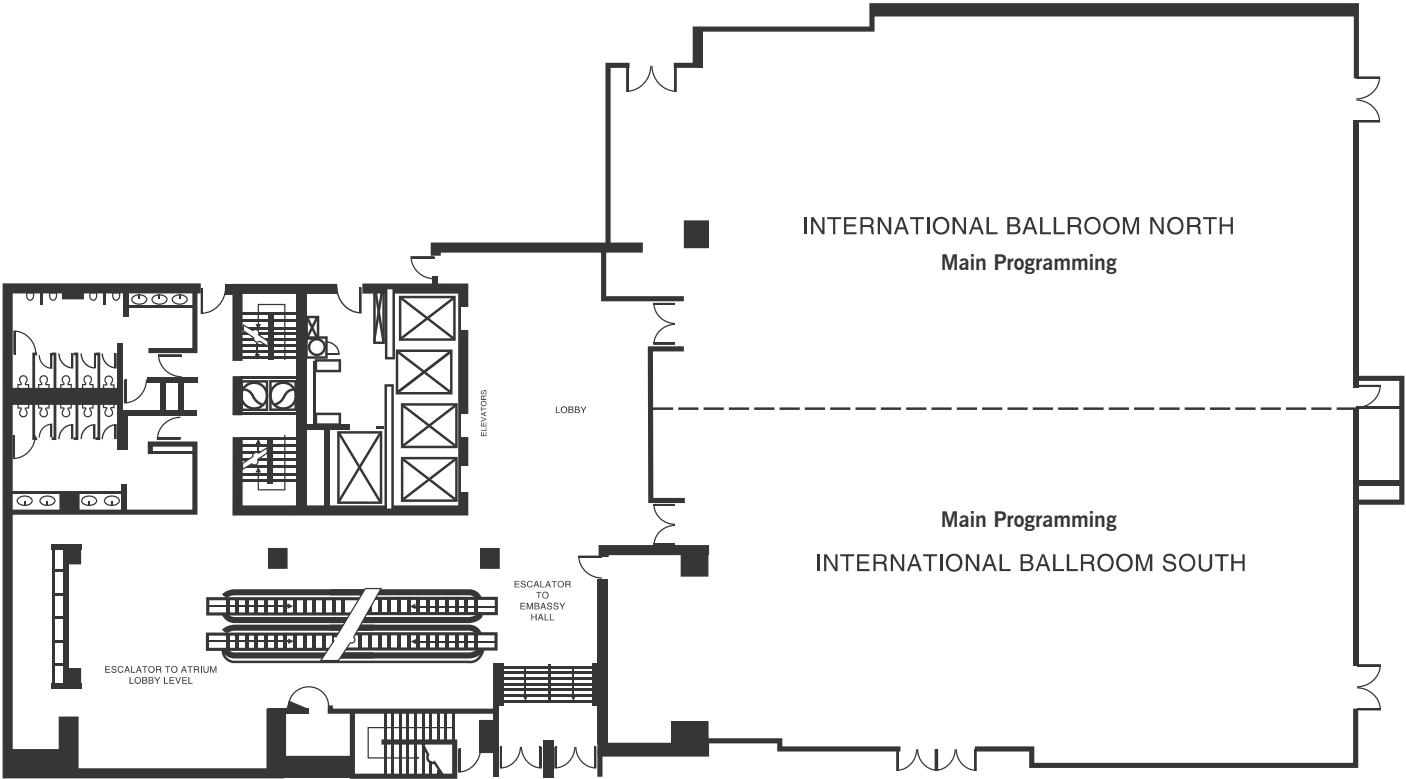
GRAND HALL

EXHIBIT LEVEL

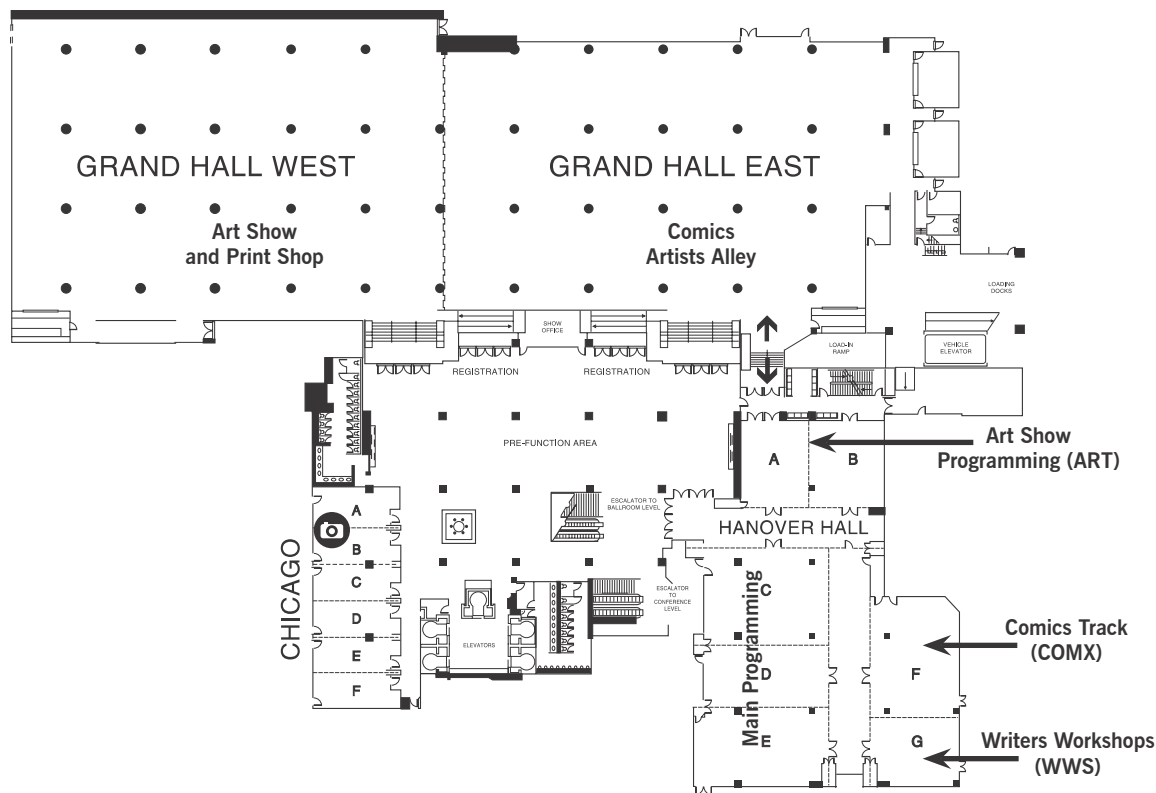
ATLANTA CONFERENCE CENTER



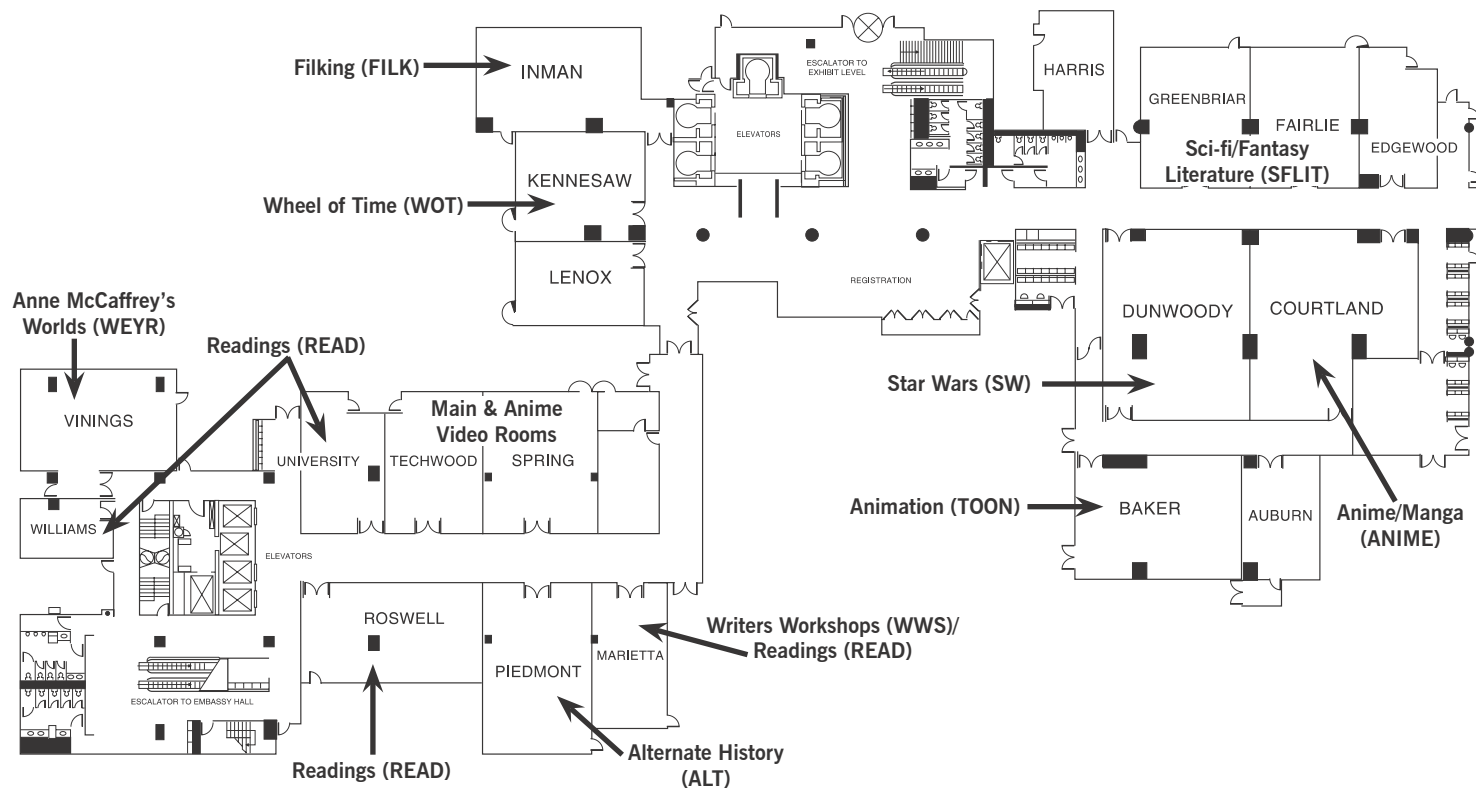
Hyatt Regency: International Level



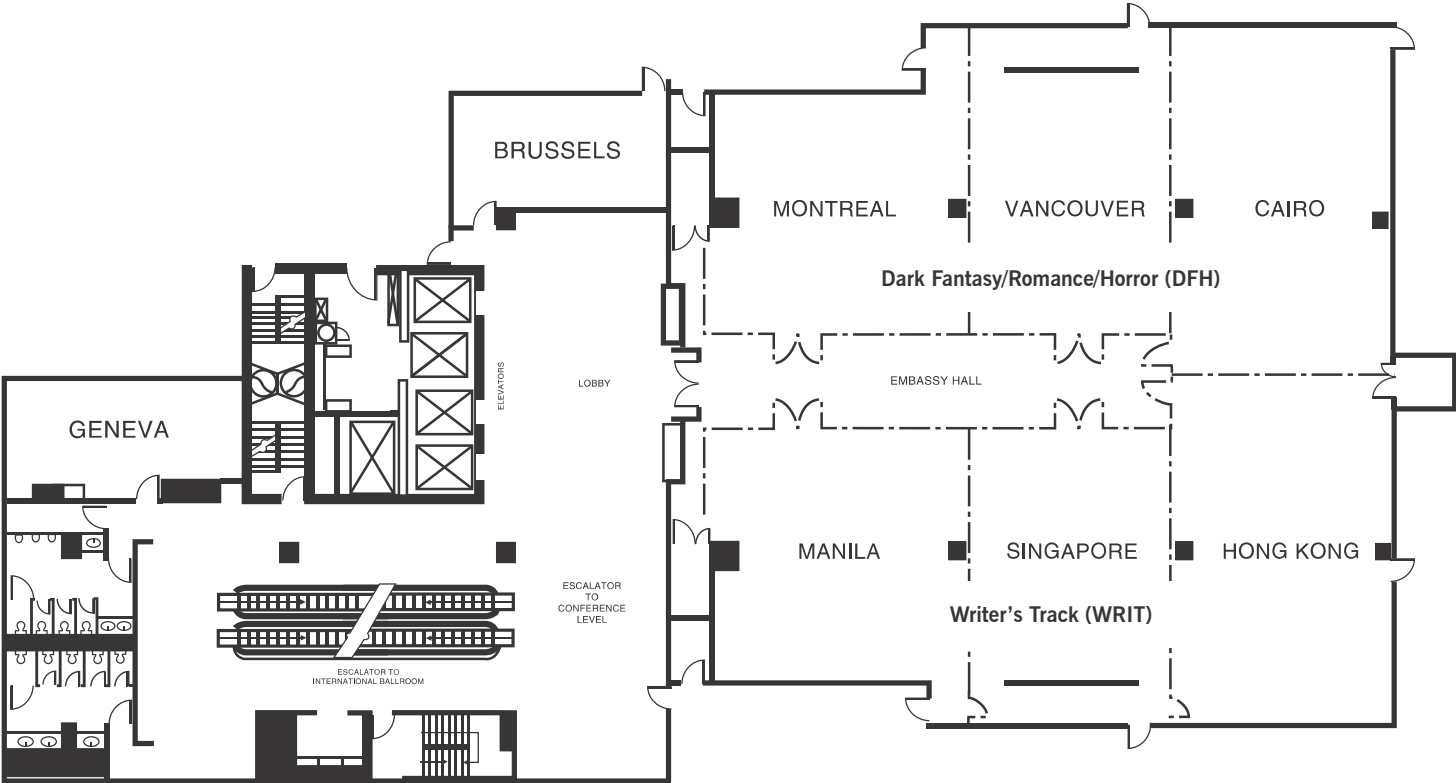
Hyatt Regency: Exhibit Level



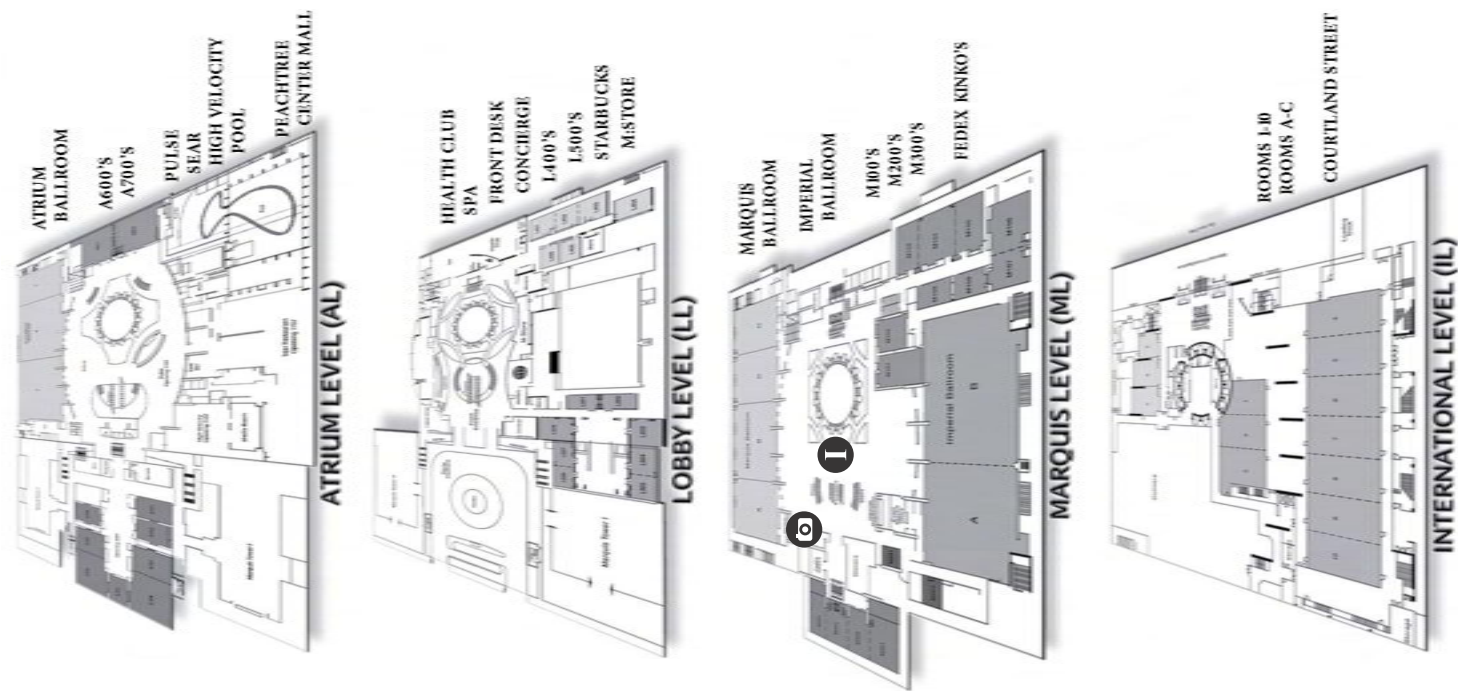
Hyatt Regency: Conference Center Level



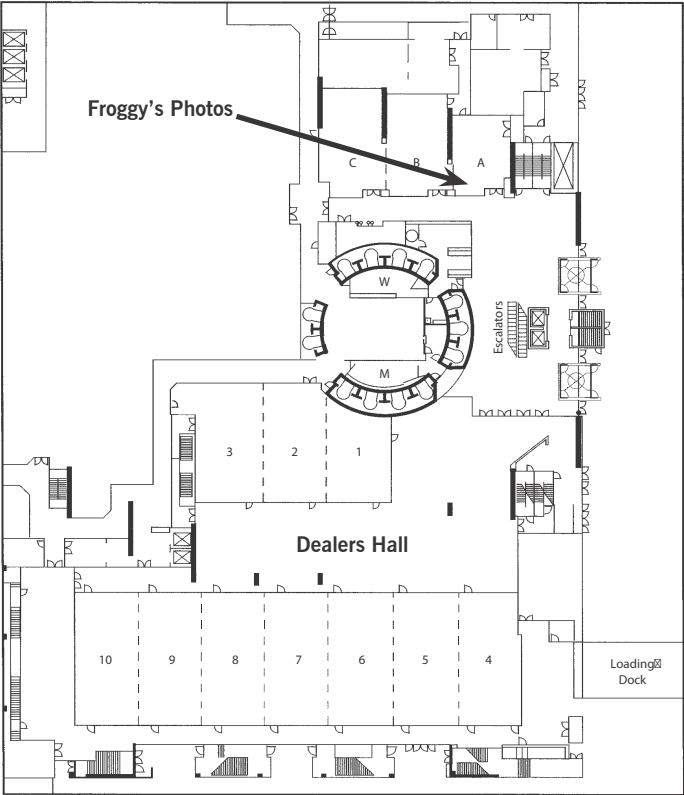
Hyatt Regency: Embassy Level



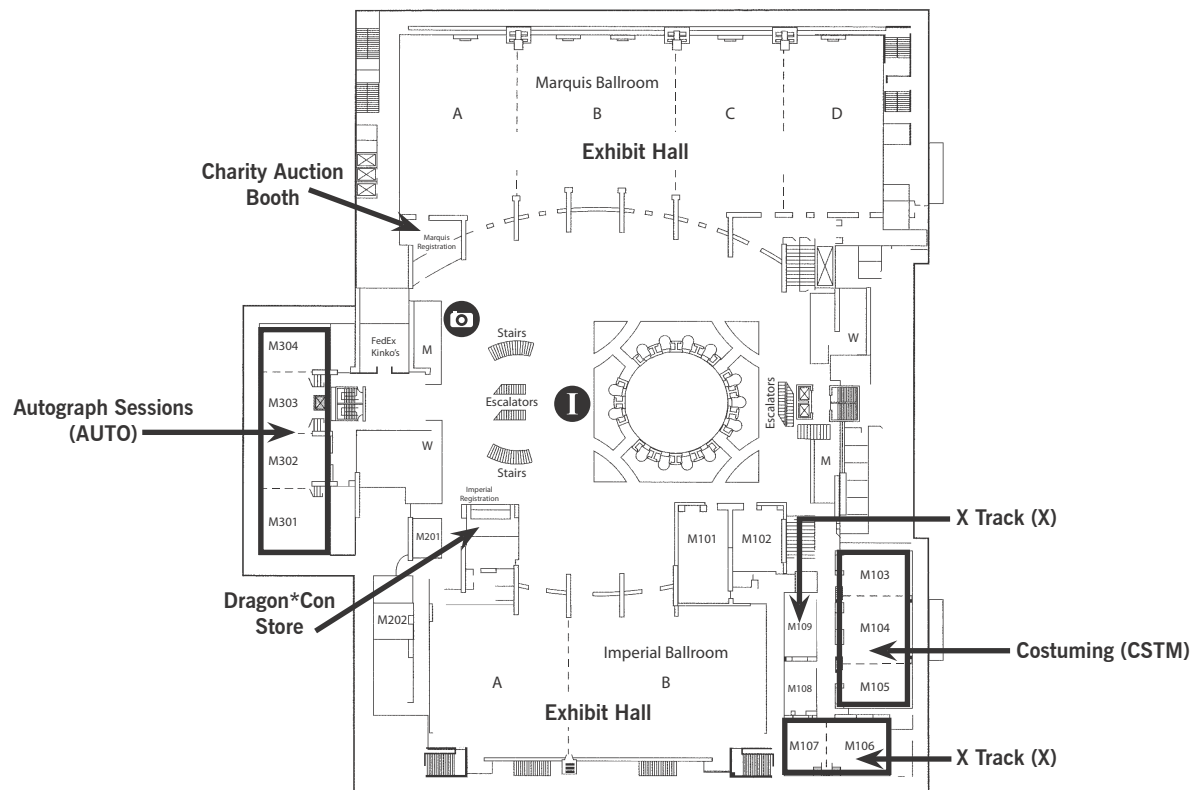
Marriot Marquis: Hotel Map



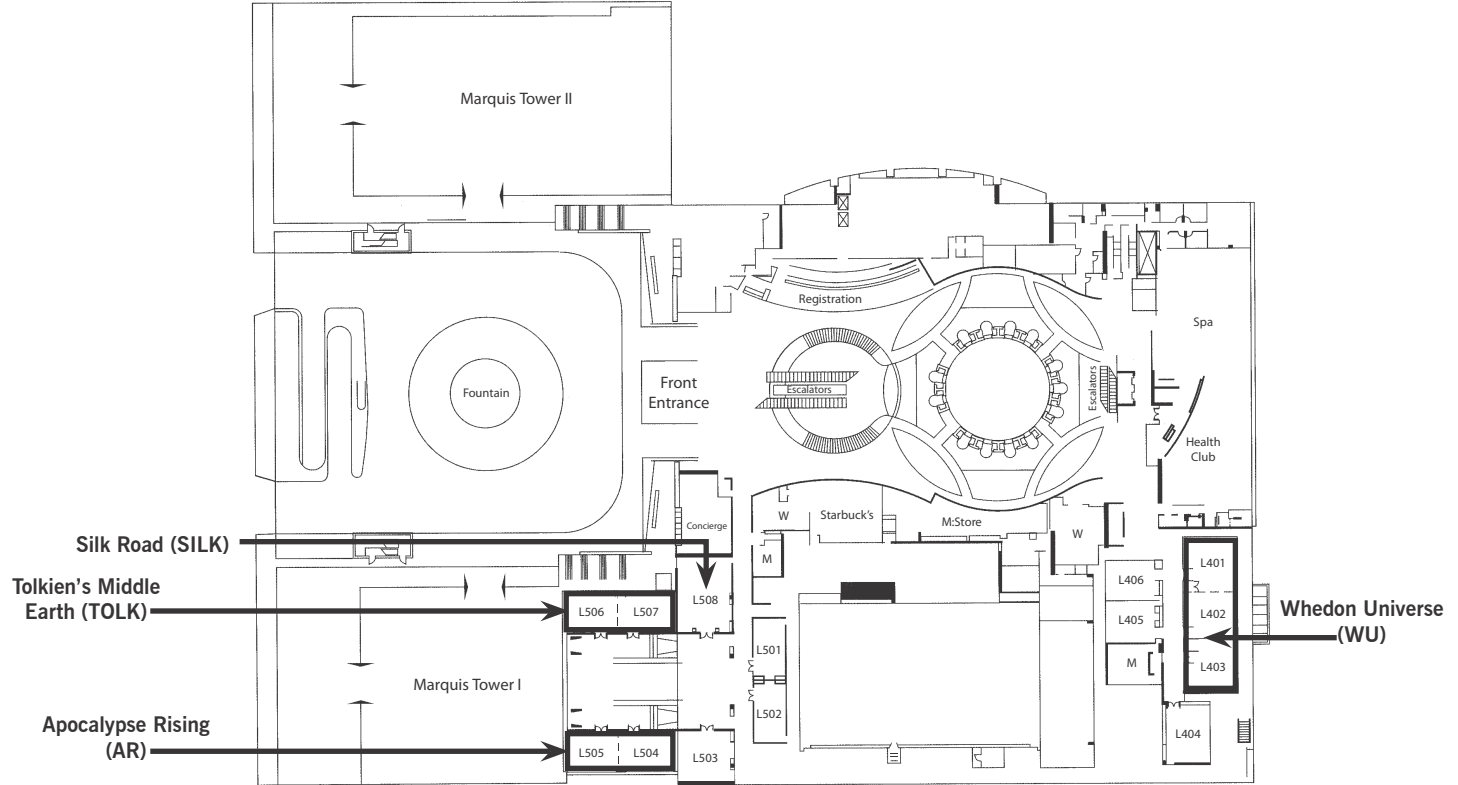
Marriott Marquis: International Level



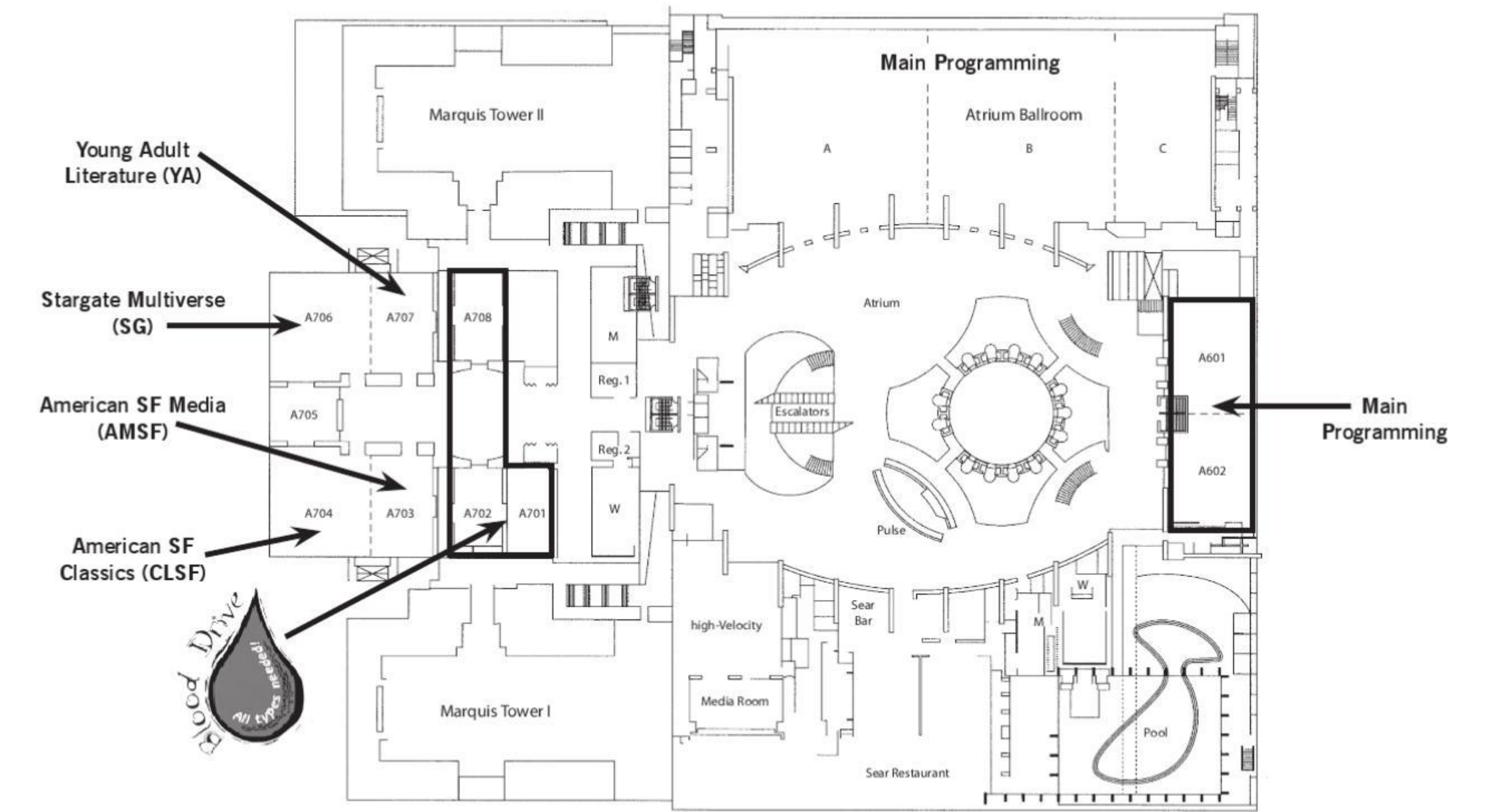
Marriott Marquis: Marquis Level



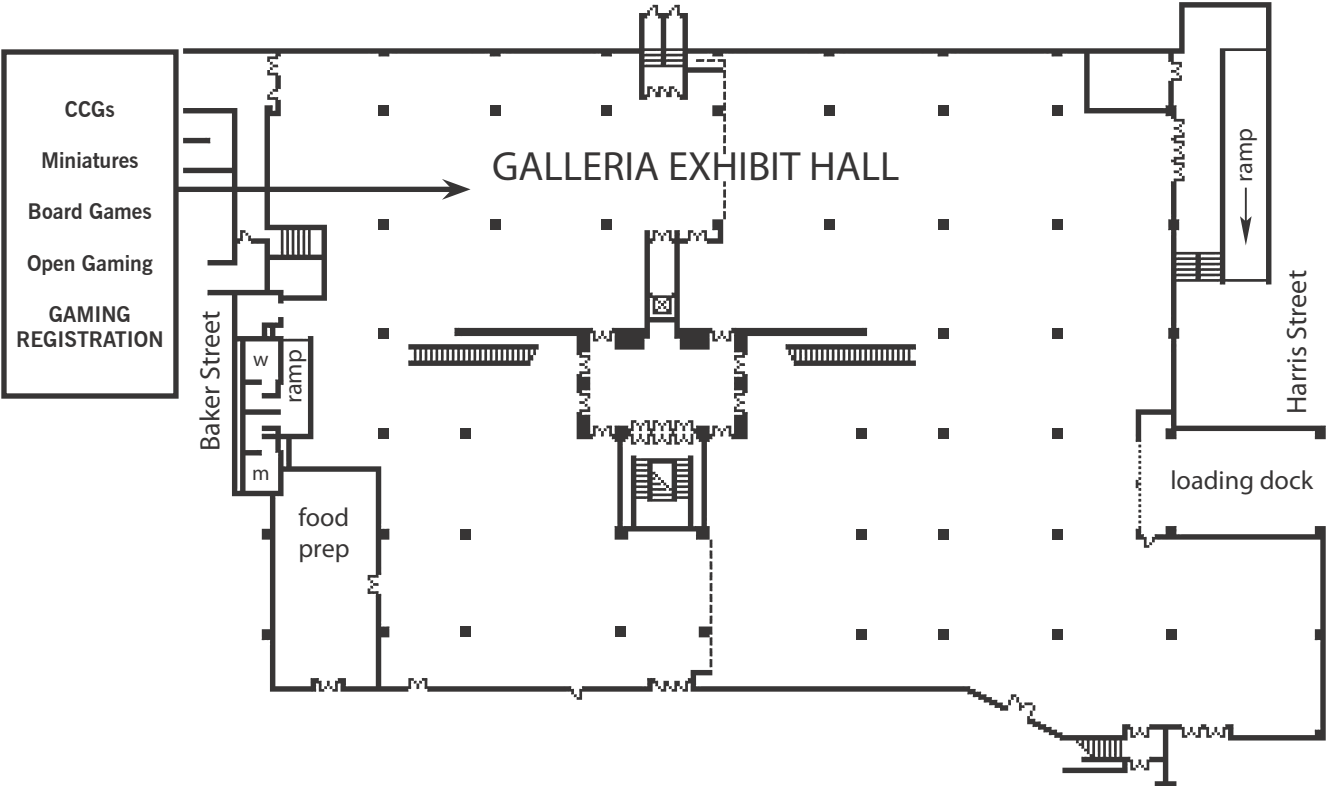
Marriott Marquis: Lobby Level



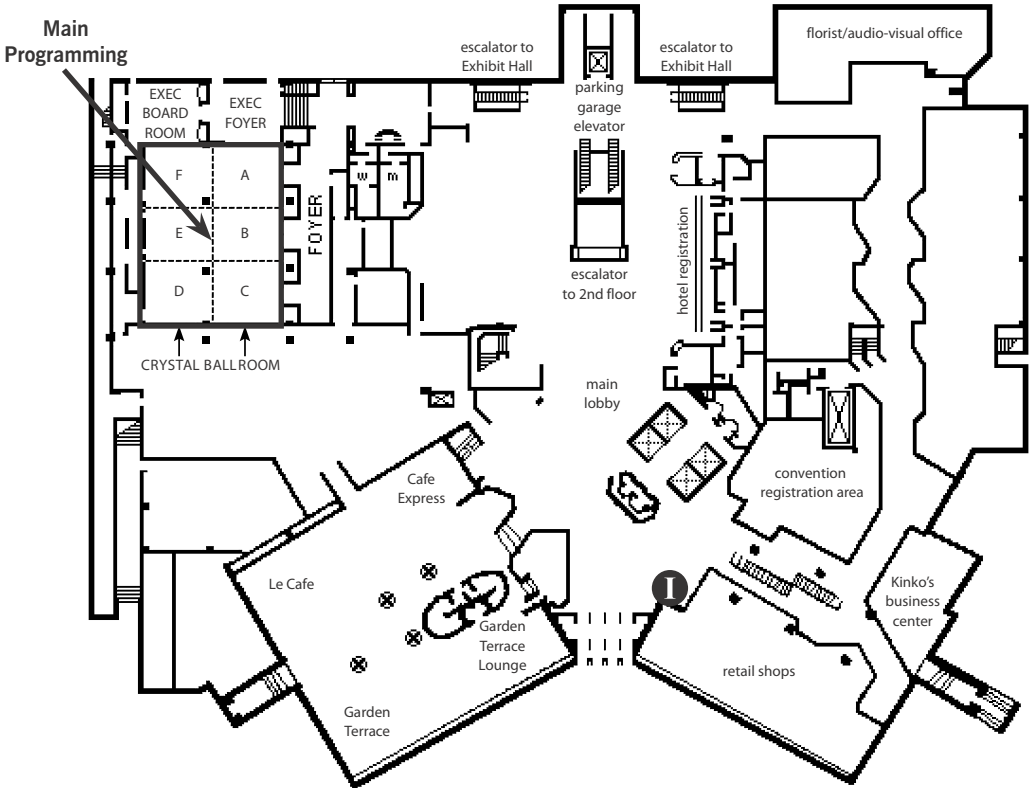
Marriott Marquis: Atrium Level



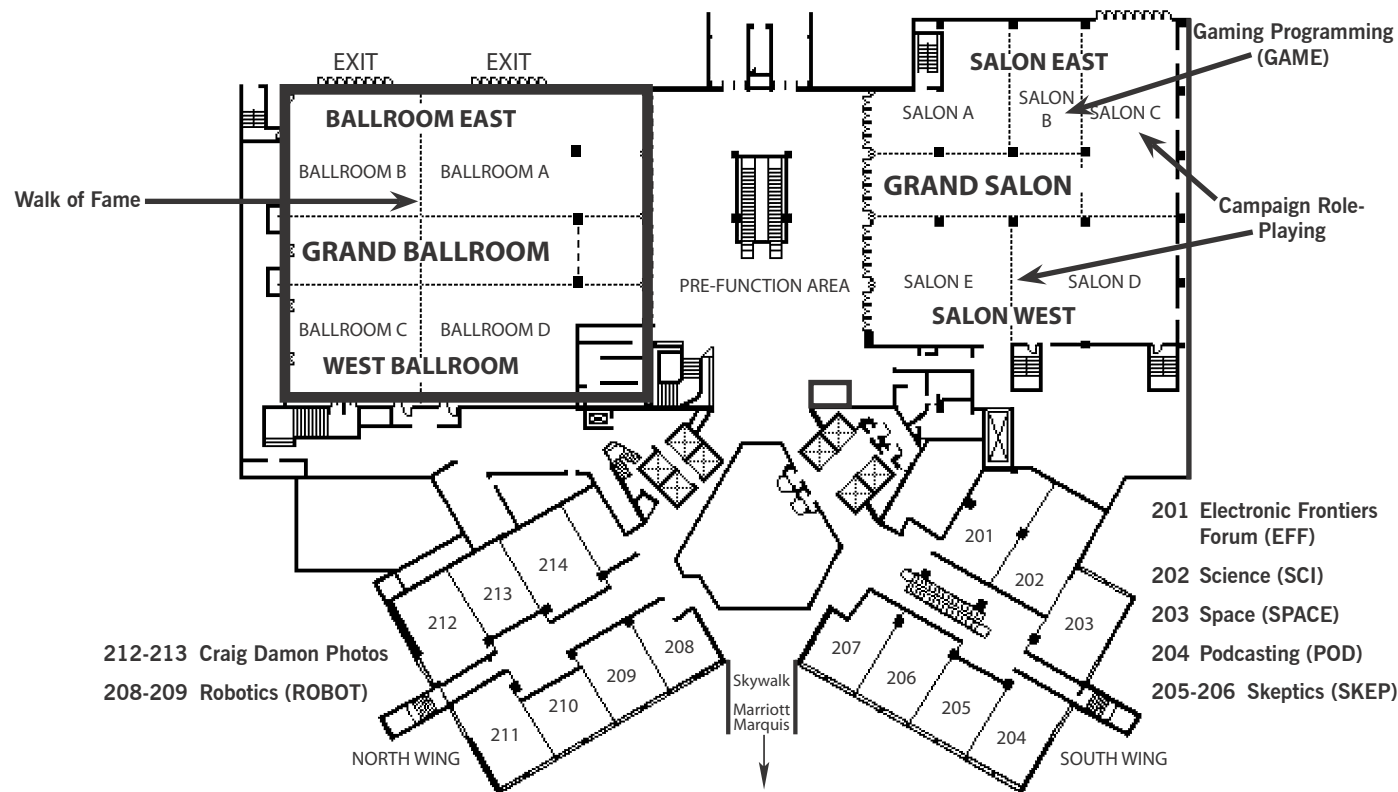
Hilton Atlanta: Lower Level



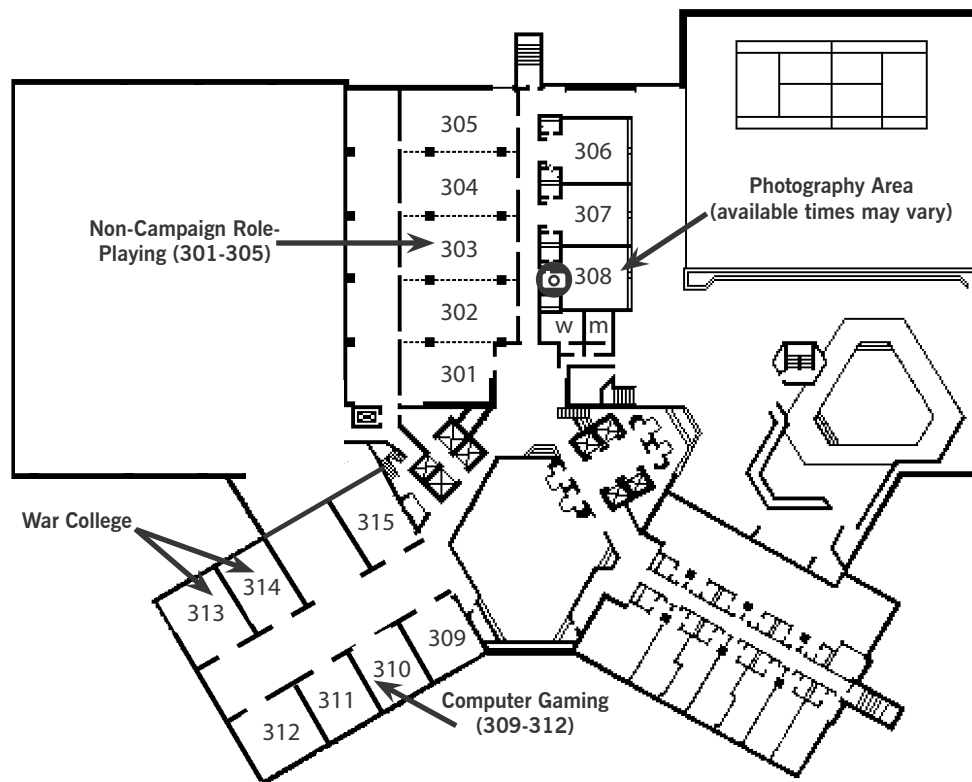
Hilton Atlanta: 1st Floor



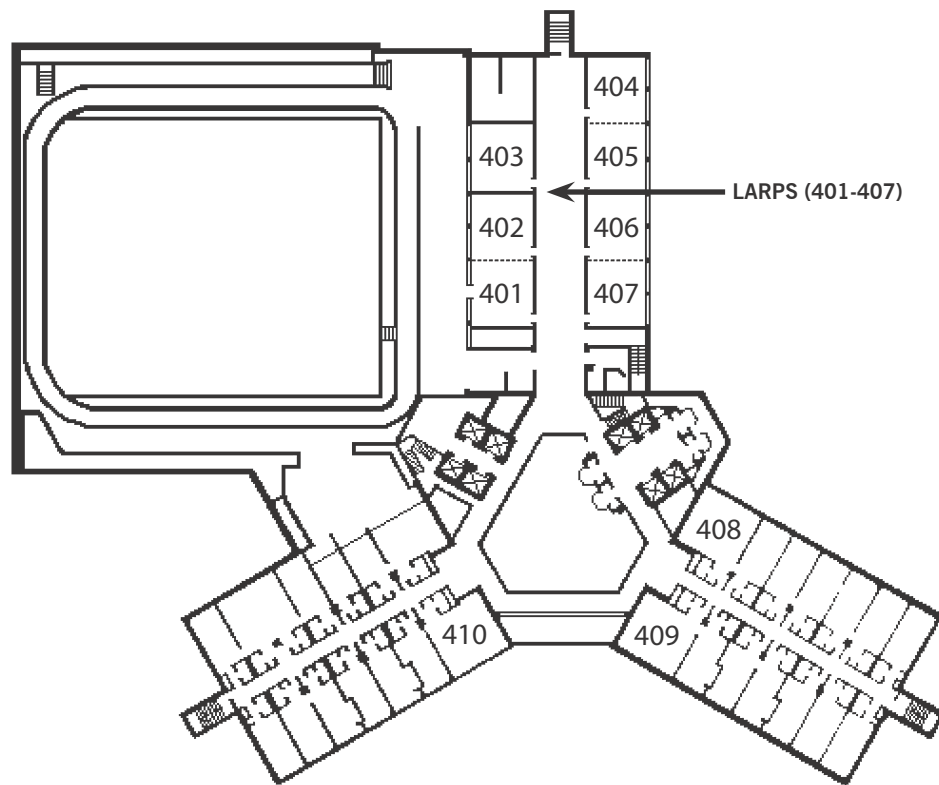
Hilton Atlanta: 2nd Floor



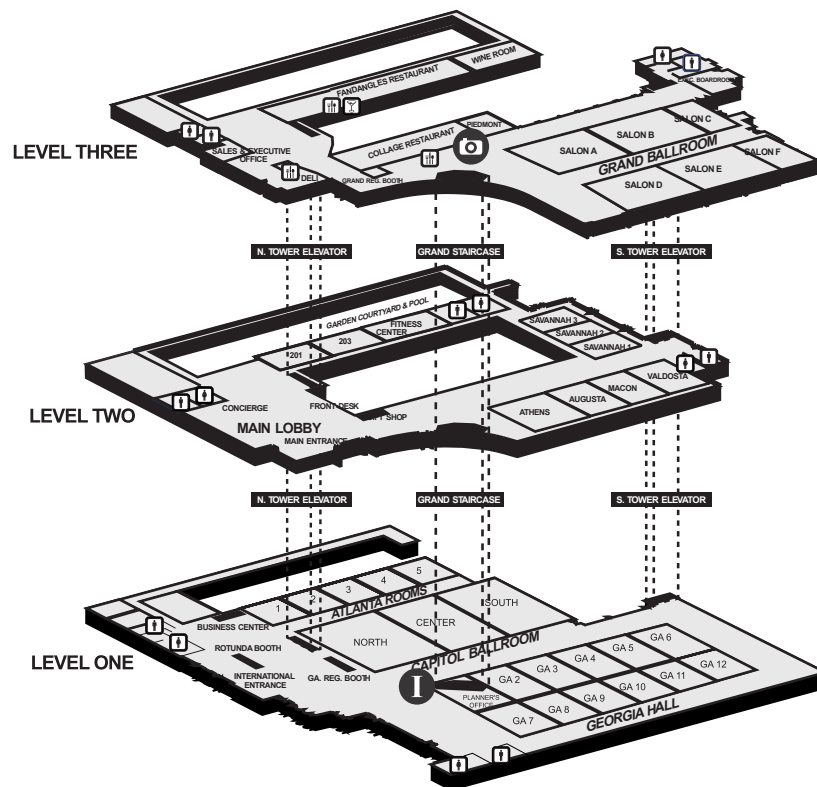
Hilton Atlanta: 3rd Floor



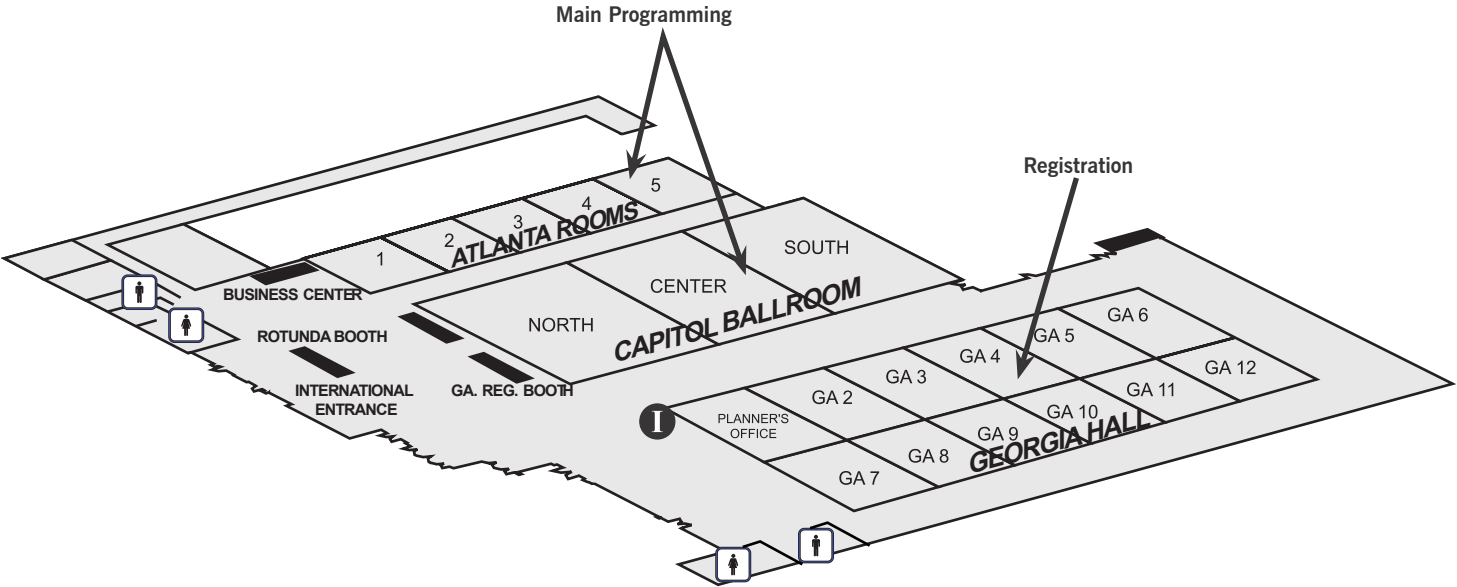
Hilton Atlanta: 4th Floor



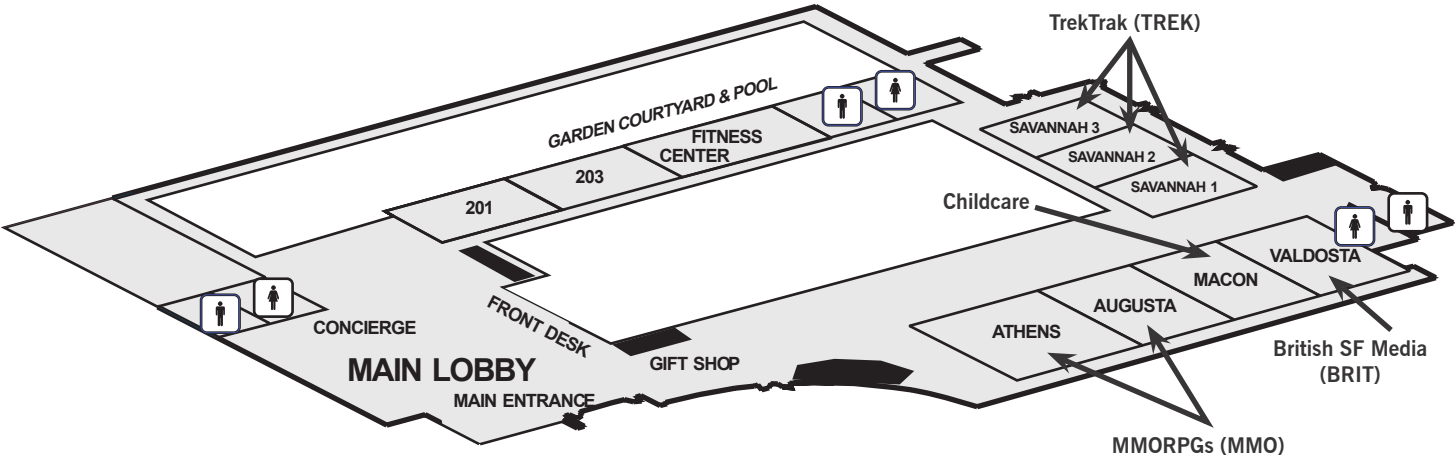
Sheraton Atlanta: Hotel Map



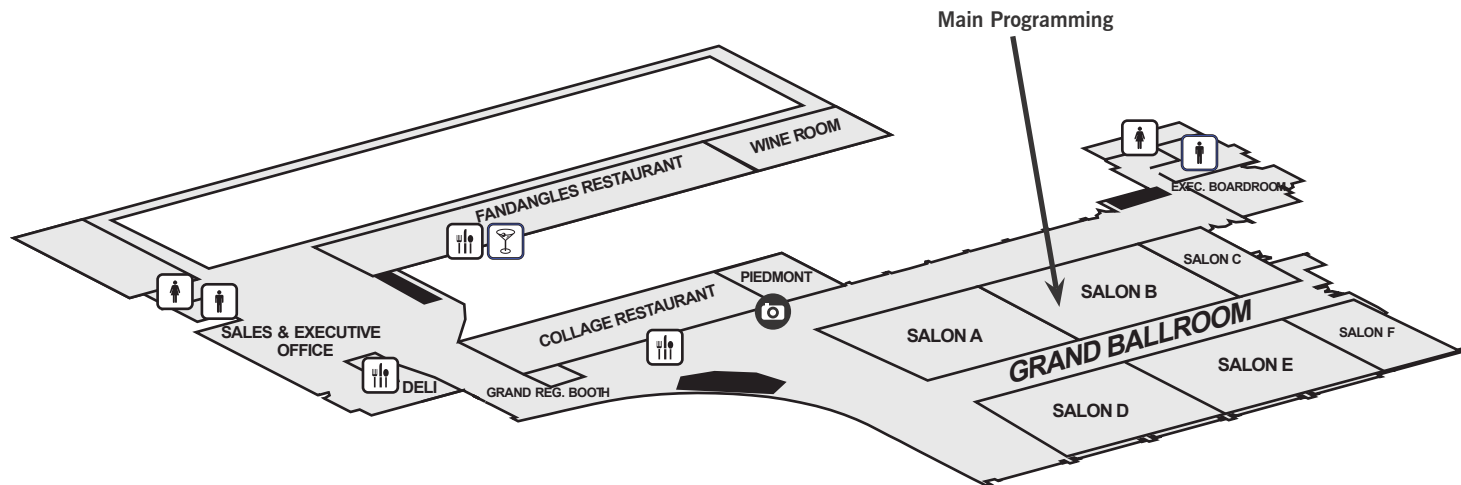
Sheraton Atlanta: Level 1



Sheraton Atlanta: Level 2



Sheraton Atlanta: Level 3



Downtown Atlanta Map: Courtesy Bus Stops & Parade Route Include

MAP KEY

- A. Hyatt Regency Hotel
(404-577-1234)
- B. Marriott Marquis
(404-521-0000)
- C. Atlanta Hilton
(404-659-2000)
- D. Sheraton Atlanta
(404-659-6500)
- Baymont Suites/
Wyndham Hotel
(404-659-7777/
404-659-2727)
- Hampton Inn
(404-589-1111)
- Days Inn
(404-523-1144)
- Westin-Peachtree Hotel
(404-659-1400)



Courtesy Bus
Stops



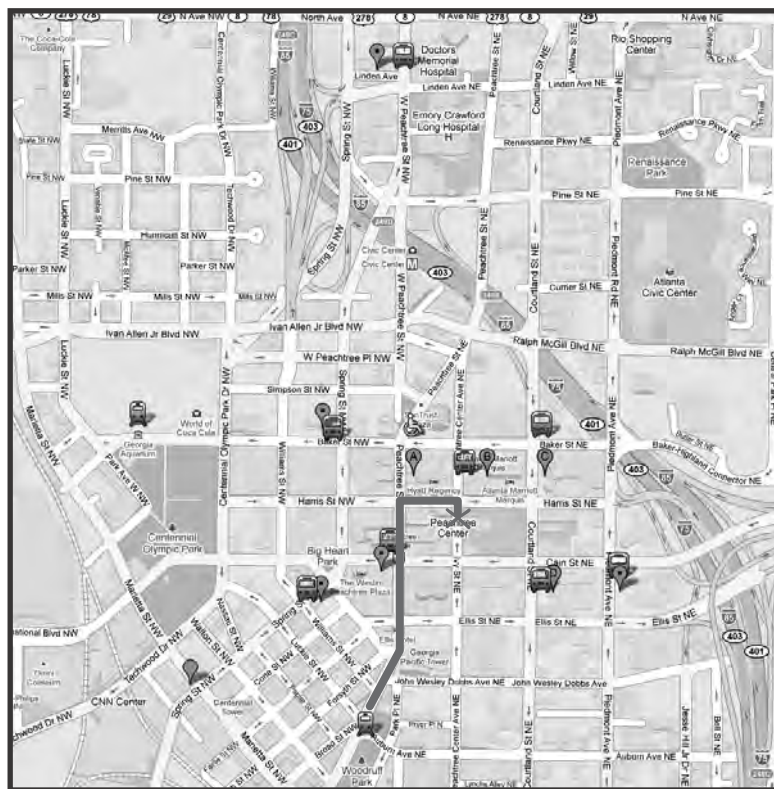
Event Buses



Wheelchair Only
Bus Stop



Parade Route



TOLKIEN'S MIDDLE EARTH (TOLK)

FRIDAY

An Unauthorized Peek at the *The Hobbit*

Join The One Ring dot net as they once again present a look at what may or may not be happening in regards to the up and coming "The Hobbit" films. L. Curtis; Fri 11:30 am; Reg VI-VII [H]

How (Not) to Adapt a Hobbit

This session looks at some ways to—and not to—portray hobbits on screen or on stage. L. Porter; Fri 1:00 pm; L506-L507 [M]

Lord of the Rings Advanced Costuming

Learn how to go from a beginner to an advanced costumer with a few steps. Fabric, research and details will be covered. Fri 2:30 pm; L506-L507 [M]

Mae Govannen/Speak Friend and Enter: Getting to Know Your Online Friends

Get to know other Tolkien Fans through some fantastic icebreakers and get an overview of this year's schedule of events for the Tolkien Track Fri 4:00 pm; L506-L507 [M]

An Hour with Peter Beagle

Fri 5:30 pm; L506-L507 [M]

Dramatic Readings from *The Hobbit*

ATRC will present "Riddles in the Dark" as well as the Smaug/Bilbo confrontation in the Lonely Mountain. Others will be added if time permits. Atlanta Radio Theatre Company; Fri 7:00 pm; L506-L507 [M]

An Evening in Bree

The Prancing Pony is open for business! Live music, singing, and dancing in the best tradition of Barlman Butterbur's Inn at Bree. Emerald Rose, M. Banach (J), D. Maloney (J), J. s Kelly (J); Fri 8:30 pm; Cent I [H]; 2.5 Hr(s)

SATURDAY

Making Your Costume Extraordinary

Explore ways to take costumes from good to greatness, what it takes to stand out using prosthetics, special effects and attention to detail. Sat 11:30 am; L506-L507 [M]

Head Butts and Blond Wigs, a Visit with Craig Parker

An hour of reminiscing about *Lord of the Rings* and other works C. Parker; Sat 1:00 pm; Crystal Ballroom [Hil]

Opposites Attract: Pippin, Denethor, Merry, and Theoden

Although opposites do indeed attract, Pippin and Denethor, and Merry and Theoden share some surprising things in common. L. Porter; Sat 2:30 pm; L506-L507 [M]

All Happy Families: Parent/Child Relationships in PJ's *The Lord of the Rings*

Discussing the contrasting relationships between parents (and parental substitutes) and their children in LOTR. Sat 4:00 pm; L506-L507 [M]

Tengwar for the Common Tongue

Tengwar for the Common Tongue will break down the alphabet and teach you how to write the letters in clear detail. Sat 5:30 pm; L506-L507 [M]; 2.5 Hr(s)

Bards, Balrogs, And Ballads-Court The Late Night Muse

Bring your own creative words of wonder to share in our Hall of Fire at this Tolkien-inspired poetry jams. All manner of word play welcome! Sat 10:00 pm; L506-L507 [M]

I'll Be In My Bunk

The Whedonverse Track is opening up its track room to the adult fanfiction universe. Everything from LotR, BtVS, SPN, and HP. Adults only! Sat 11:30 pm; L401-L403 [M]

SUNDAY

Dwarf Runes for Everyone

Learn how to read and write in Dwarf Runes for English. A simple method, this speedy course will have you reading and writing in under ONE HOUR! Sun 10:00 am; L506-L507 [M]

Arresting Strangeness: Fantasy Fulfilled in *The Lord of the Rings* Onstage

An homage to the stage productions of *The Lord of the Rings*, the musical was created on stage in ways that Tolkien himself would have applauded. Sun 11:30 am; L506-L507 [M]

Principles of Arms/Armor in Middle Earth

Design principles in making creations based on the Tolkien universe. In the 2nd half Michael will design a costume based on audience feedback. Sun 1:00 pm; L506-L507 [M]

Frodo, the Reluctant Hero

Undertaking his Quest to Mt. Doom, Frodo displays a reluctance that is recognizable to readers today. Is this reluctance a universal theme in myth? Sun 2:30 pm; L506-L507 [M]

An Unauthorized Peek at the *The Hobbit*

Join The One Ring dot net as they once again present a look at what may or may not be happening in regards to the up and coming *The Hobbit* films. L. Curtis; Sun 4:00 pm; Reg VI-VII [H]

Black and White Ogre Country

Jef speaks about his works of art in the Tolkien universe. Sun 5:30 pm; L506-L507 [M]

Craig Parker Q & A

An hour of reminiscing about *Lord of the Rings* and other works C. Parker; Sun 7:00 pm; Crystal Ballroom [Hil]

The Music of the Ainur-A Celebration of Middle-earth Song

This exploration of Hobbit ballads, Elvish airs, and music resonant in myth draws upon the LOTR musical, Jackson's films, and Tolkien's own words. L. Porter; Sun 7:00 pm; L506-L507 [M]

Middle-earth Gaming: Board of the Rings/ Peril to the Shire screening

Bring your board games and card games. Join us for an evening of fun and fellowship. Plus enjoy the screening of the fan film "Peril to the Shire" Sun 8:30 pm; L506-L507 [M]; 2.5 Hr(s)

MONDAY

Sam the Companion

Sam is part of a Fellowship that guides Frodo south. Sam attends to the needs of Frodo in a way that is recognizable as the universal Companion. Mon 10:00 am; L506-L507 [M]

Heroes of *The Hobbit*

LoTR has many heroic characters that, in comparison, *The Hobbit* is a simpler tale with fewer heroes. Being a hero will be discussed in this session. L. Porter; Mon 11:30 am; L506-L507 [M]

Peril to the Shire-The Making of a Fan Film

The producers, cast and crew of the student-made fan film *The Peril to the Shire* discuss the who, what, where, why and how of the production process. Mon 1:00 pm; L506-L507 [M]

Namárië: Farewell to Middle-earth

Join us in bidding goodbye to old and new friends while helping us with ideas for next year's sessions. Mon 2:30 pm; L506-L507 [M]

WHEDON UNIVERSE (WU)

FRIDAY

Buffy and Angel Guest Extravaganza! [DCTV DELAY]

We're bringing you a healthy dose of fan favorites ready to answer your questions about their journey through the Whedon Universe. K. Swanson, J. Benz, C. Carpenter, F. Day; Fri 1:00 pm; Cent II-III [H]

An Hour in the Firefly Verse [DCTV DELAY]
Browncoats Unite! Remember our beloved TV series and Big Damn Movie with stories of traveling the 'Verse! R. Glass; Fri 2:30 pm; Cent II-III [H]

City of Angels

A discussion centered around characters whose journey led them from Buffy in Sunnydale to Angel in Los Angeles to fulfill their destiny. W. Hutchinson (M); Fri 4:00 pm; L401-L403 [M]

Dr. Horrible's Sing-Along Blog

A musical journey of a second rate super villain, his quest for world domination, and the affections of the woman he loves told via his video blog. Fri 7:00 pm; Grand Ballroom A-F [S]

The Buffy Horror Picture Show

Calling all "Once More with Feeling" fans: Here is your chance to see the famous Buffy Horror Picture Show that you've heard everyone rave about! Fri 8:30 pm; Grand Ballroom A-F [S]

The Buffy Horror Picture Show

Calling all "Once More with Feeling" fans: Here is your chance to see the famous Buffy Horror Picture Show that you've heard everyone rave about! Fri 10:00 pm; Grand Ballroom A-F [S]

Dr. Horrible's Sing-Along Blog

A musical journey of a second rate super villain, his quest for world domination, and the affections of the woman he loves told via his video blog. Fri 11:30 pm; Grand Ballroom A-F [S]

SATURDAY

An Hour in the Firefly Verse

Browncoats Unite! Spend an hour remembering our beloved TV series and Big Damn Movie with stories of traveling the 'Verse! R. Glass; Sat 11:30 am; Cent I [H]

Replayed!

Earn some great prizes, as we pick 3 teams of 4 fans and our host Ziggy has them re-enact some of our favorite selected scenes. Z. Ziglar (M); Sat 1:00 pm; L401-L403 [M]

Dark Horse Presents

Discussion with Dark Horse on what is in store for readers in the future. G. Jeanty, S. Allie; Sat 2:30 pm; L401-L403 [M]

Buffy Season 8: Frame by Frame

A Dark Horse Comics discussion on the developments in Buffy Season 8. G. Jeanty, S. Allie; Sat 4:00 pm; L401-L403 [M]

Buffy and Angel Guest Extravaganza!

We're bringing you fan favorites from both series and they want to answer your questions about their journey through the Whedon Universe. J. Marsters, K. Swanson, J. Benz, C. Carpenter; Sat 5:30 pm; Atrium Ballroom [M]

Costuming in the Whedon Universe

Our panel of Whedon Costume experts discuss budget costumes, costume creation, and overall technique, to bring out the best in your costume. M. Capasso (M); Sat 7:00 pm; L401-L403 [M]

Whedon Universe Costume Contest

Come dressed as Browncoat, vamp face, slayer, Scoobie, or Evil League of Evil character and have your costume judged to win shiny prizes. M. Capasso (M); Sat 8:30 pm; L401-L403 [M]

Mighty Fine Shindig!

The Southeastern Browncoats present the Best Damn Social event this side of the 'Verse! Don your best duds and dance the night away. Emerald Rose, Bedlam Bards, S. Richards (M), W. Hutchinson (M); Sat 10:00 pm; Grand Ballroom D-F [S]; 2.5 Hr(s)

I'll Be in My Bunk!

Mature adults only discussion about romance, relationships and sex in and out of canon of The Whedon Universe and other Scif-Fi Genre. Sat 11:30 pm; L401-L403 [M]

SUNDAY

Browncoats: Redemption

Learn more about the exciting upcoming Firefly Fan film Browncoats: Redemption and participate in a Q & A with the creators and producer. Sun 11:30 am; L401-L403 [M]

The Writer's Panel

Three exciting authors that have all contributed their talents to Buffy the Vampire Slayer, Angel, and more. C. Golden, J. Moore, L. Pearson; Sun 1:00 pm; L401-L403 [M]

Buffy and Angel Guest Extravaganza! [DCTV DELAY]

We're bringing you a healthy dose of fan favorites ready to answer your questions about their journey through the Whedon Universe. K. Swanson, J. Benz, C. Carpenter; Sun 2:30 pm; Atrium Ballroom [M]

Life in the Dollhouse

We'll dive into ethics, study the characters, review the events of Season 1 and finally talk about the future of Joss' breakthrough series. F. Day; Sun 4:00 pm; A601-A602 [M]

The Big Bad Countdown!

We've tallied the votes from our online user poll and in this panel we will reveal the top 10 villains in the Whedon Universe. W. Hutchinson (M); Sun 5:30 pm; L401-L403 [M]

The House Always Wins! Karaoke/Casino Night

Honor the memory of the beloved Andy Hallet during a night of soul revealing karaoke and try your luck at the roulette table. J. Guillen (M); Sun 7:00 pm; A601-A602 [M]

MONDAY

Working with Joss

Our guest share stories of what it is like to work in the Whedon Universe. R. Glass, K. Swanson, J. Benz, C. Carpenter; Mon 10:00 am; Crystal Ballroom [Hil]

Under the Influence

We discuss the influence that Joss's work has had on modern television with shows such as Veronica Mars, Supernatural, Reaper, and many more. Mon 11:30 am; L401-L403 [M]

Whedon Family Feud

A Whedon Universe parody of the popular game show Family Feud. The Serenity Browncoats face off against the Sunnydale Scoobies. Mon 1:00 pm; L401-L403 [M]

WRITER'S TRACK (WRIT)

FRIDAY

Write a Story in an Hour

This program is an informative, fun-filled hour that will focus on plot and character development. G. Hayes, N. Knight; Fri 10:00 am; Manila/Singapore/Hong Kong [H]

Storytelling...Is It a Lost Art?

It all goes back to storytelling. The backbone of fiction is the writer's ability to tell a story. So... How do you do it? S. Chastain, K. Kurtz, J. Moore, S. Hague-Hill, G. Wolfe; Fri 11:30 am; Manila/Singapore/Hong Kong [H]

I Cannot Tell a Lie

Writing and selling non-fiction in an ever changing market...M. Berry, Dr. B. Blackwood, J. Flynn, A. Martin, M. Belanger, R. Guiley, S. Segal; Fri 1:00 pm; Manila/Singapore/Hong Kong [H]

Tell It Like It Is!

The truth about writing speculative fiction successfully S. Kenyon, E. Griffin, P. Beagle, C. Burke, C. Priest, R. Hart, G. Wolfe, T. Trent; Fri 2:30 pm; Manila/Singapore/Hong Kong [H]

Getting In the Game: Writing for the Game Industry

Games for home computers and other platforms are blowing off the shelves. Let the experts tell you how to get into this fast-growing market. D. Harmer, B. Bridges, K. David, E. Dunin, S. Fannon, A. de Orive; Fri 4:00 pm; Manila/Singapore/Hong Kong [H]

Looking into the Crystal Ball

Editors talk about trends and what they're looking for G. Buchanan, B. Fawcett, T. Weisskopf, S. Hague-Hill, L. Anders; Fri 5:30 pm; Manila/Singapore/Hong Kong [H]

World Building

World building techniques for today's savvy readers. Tips from the best will launch your creativity toward building your own world P. David, S. Berman, C. Burke, A. Crispin, C. Golden, C. Asaro, W. Williams; Fri 7:00 pm; Manila/Singapore/Hong Kong [H]

Writing for Film and Television

What are producers and directors looking for? Techniques to make your fiction more appealing to Hollywood...L. Kaufman, N. Knight, C. Pedraza, S. MacMillan, G. Krstic, S. Houle, M. Nankin, T. Hooper; Fri 8:30 pm; Manila/Singapore/Hong Kong [H]

Fightin' and Writin'

Everything you need to know about writing fight scenes—martial arts, sword fighting, hand-to-hand or the latest laser guided military equipment. G. Hayes, T. Ruggiero, P. Stevens, A. Foster, S. McDonald; Fri 10:00 pm; Manila/Singapore/Hong Kong [H]

SATURDAY

Collaborating: Making It Work for You

Collaborating can be a blessing or a disaster. What strategies will make collaborating work for you. Pitfalls to avoid vs partnerships that soar. J. Ringo, L. Abbey, T. McCaffrey, T. Patterson, R. Hart, B. Platas, Michelle Roper, C. Kittredge, J. Kessler; Sat 10:00 am; Manila/Singapore/Hong Kong [H]

Time-Travel and Paranormal: What is it and How Do I Write It?

The Pros of Time-Travel and Paranormal fiction discuss and answer questions about this fast-growing genre. C. Burke, T. Osborne, C. Douglas, R. Herron, A. DeStefano, M. Mancusi; Sat 11:30 am; Manila/Singapore/Hong Kong [H]

Herding Cats, er...Fictional Characters

Developing exciting characters for your fiction—and how to control them. E. Griffin, S. Chastain, K. David, R. Moesta, J. Wurts, T. Weisskopf, G. Wolfe; Sat 1:00 pm; Manila/Singapore/Hong Kong [H]

Best Sellers: How to Make it Happen

Best Selling authors and editors discuss techniques for writing and marketing a best selling novel. K. Anderson, B. Fawcett, T. Zahn, L. Bujold, C. Harris; Sat 2:30 pm; Manila/Singapore/Hong Kong [H]

Give me a Break!

Effective strategies for breaking into the world of speculative fiction. D. Beauchamp, A. Crispin, J. Moore, J. Sherman, S. Kearney, S. Sizemore, M. H. Bonham, A. Foster; Sat 4:00 pm; Manila/Singapore/Hong Kong [H]

How to Write and Sell Graphic Novels

From concept to printed page, let the pros tell you how to succeed. G. Hayes, T. Livingston, J. Elder, M. Matthews III; Sat 5:30 pm; Manila/Singapore/Hong Kong [H]

The 1000 Year Stare-Time Travel

This John Robinson workshop is about the human component of Time Travel. N. Knight; Sat 7:00 pm; Manila/Singapore/Hong Kong [H]

Goblins, Minotaurs and Elves, Oh My!

How to create non-human characters that will make readers love, hate or fear them. N. Knight, J. Maxey, G. Raisor, G. Martin, C. L. Wilson, D. A. Adams; Sat 8:30 pm; Manila/Singapore/Hong Kong [H]

Exploring the Final Taboo: Writing Same Sex Fiction

Authors of same-sex romance, including sci-fi and fantasy, answer questions about the genre. K. Allen (M); Sat 10:00 pm; Manila/Singapore/Hong Kong [H]

SUNDAY

How to Get Rejected

A seriously humorous look at why manuscripts get rejected. The editors tell it all! J. Snider, G. Buchanan, B. Fawcett, T. Weisskopf, S. Segal, S. Hague-Hill, L. Anders; Sun 10:00 am; Manila/Singapore/Hong Kong [H]

Writing for the YA and Children's Market

How to write for an audience that's half your age—or less. Tapping into the minds of today's young people—what DO they want to read? B. Platas, K. Hinds, M. West, R. Mead, K. Kingsley, T. Byrd, K. Duey; Sun 11:30 am; Manila/Singapore/Hong Kong [H]

Strong Female Protagonists

How do you write strong female protagonists who are still vulnerable enough to seem real? The pros tell how to develop believable heroines. C. Burke, J. Wurts, S. Kane, C. Harris, L. Gilman; Sun 1:00 pm; Manila/Singapore/Hong Kong [H]

Bite Me!

The First Ladies of the Fang discuss trends in Vampire fiction...and maybe more! S. Kenyon, E. Foster, C. Yarbro, C. Harris; Sun 2:30 pm; Reg VI-VII [H]

There I was...Accurate Military Characters

Ever had trouble developing and portraying military characters accurately? John Robinson will give you the perfect "formula" for military characters. Sun 4:00 pm; Manila/Singapore/Hong Kong [H]

Things I Wish Some Pro Had Told Me

Everything you need to know about breaking into and surviving as a writer in the 21st Century. K. Anderson, N. Knight, R. Moesta; Sun 5:30 pm; Manila/Singapore/Hong Kong [H]; 2.5 Hr(s)

Why Actors Choose Certain Roles

What goes into the decision to take or reject a role? We (as writers) want to know...E. Gray, R. Glass, R. Kiel, B. Davison, E. Roberts, J. Blanc, D. Jones; Sun 7:00 pm; Intl S [H]

Writer's Roundtable: You Name It, We Talk About It

Free-for-all...Almost no topic is taboo for this panel. Come armed with your questions and get straight answers from the pros. J. Ringo, J. Nye, K. Anderson, N. Knight, T. McCaffrey, M. Resnick, S. Sigler, T. Michna; Sun 8:30 pm; Manila/Singapore/Hong Kong [H]

Creating a Viable Spiritual Base for Fiction

God, Demons? Where do I start to develop a religion or spiritual base for my books and stories? K. Kurtz, J. Oliver, J. Sherman, J. Wurts, C. Douglas, L. Donahue; Sun 10:00 pm; Manila/Singapore/Hong Kong [H]

MONDAY

Challenges for Today's Writers

This panel will discuss the unique challenge of writing for today's ever-changing market. E. Donald, C. Golden, G. Hayes, M. Stackpole, C. Yarbro, J. St. Giles, S. M. Stirling; Mon 10:00 am; Manila/Singapore/Hong Kong [H]

The Nutman Said...

Phil Nutman on writing techniques. Get the nitty-gritty—whether you're writing fiction or screenplays. This is the place to be! N. Knight, P. Nutman; Mon 11:30 am; Manila/Singapore/Hong Kong [H]

Staying Afloat in an Ever-Changing Market

What does the reader want? Or, better still...What do the editors want? Strategies for surviving in a rotten economy and a declining market. P. David, P. Beagle, J. Moore, P. Nutman, G. Raisor, T. Zahn, W. Williams; Mon 1:00 pm; Manila/Singapore/Hong Kong [H]

Plodding or Plotting?

What makes a fast read? Or a dull read? Strategies for writing the perfect read! C. Burke, K. DeCandido, P. Nutman, G. Martin, C. Douglas, C. L. Wilson, C. Harris; Mon 2:30 pm; Manila/Singapore/Hong Kong [H]

The Future of Fantastic Fiction

What lies ahead for the S/F, Fantasy and Horror genres? Can we forecast trends or should we just jump on the bandwagon? E. Griffin, K. DeCandido, G. Hayes, N. Knight, J. Moore, G. Raisor, T. Byrd; Mon 4:00 pm; Manila/Singapore/Hong Kong [H]

WRITERS' WORKSHOPS (WWS)

***NEW!**

SEMINAR COSTS

NOTE: The Aaron Allston and Michael Stackpole seminars listed below are available at a cost of \$10 each, or \$100 for the whole series at the door. Ann C. Crispin's Workshops are *sold out*.

THURSDAY

Writer's Workshop with A. C. Crispin: Basic
Day 1 of A. C. Crispin's Basic Writer's Workshop. This is an extra cost workshop that had to be reserved in advance. A. Crispin; Thu 9:00 am; Marietta [H]; 10 Hr(s)

FRIDAY

Writer's Workshop with A. C. Crispin: Basic
Day 2 of Intensive Basic Writing Workshop with A. C. Crispin. This is an extra cost workshop that had to be reserved in advance. A. Crispin; Fri 8:30 am; Marietta [H]; 10 Hr(s)

Seminar 1: Before You Write a Single Word
Stackpole walks you through setting yourself up for success. From developing good core habits, working past career killing mistakes, to acquiring the physical tools needed to start writing. M. Stackpole; Fri 1:00 pm; Hanover G [H]

Seminar 2: Genres, Licensed Universes, and FanFic

Allston talks about the challenges of writing for genre markets, including determining whether you're suited to a market, dealing with license holders, and meeting fan expectations. A. Allston; Fri 2:30 pm; Hanover G [H]

Seminar 3: The Rules of Writing.

The insider tips and tricks that you'd pick up in the first five years of your writing career, all presented here in an hour. These tricks will cut 3 years out of your development as a writer. M. Stackpole; Fri 4:00 pm; Hanover G [H]

SATURDAY

Seminar 4: Providing the Experience

Allston discusses three closely-related elements of fiction: Point of View, Emotion, and Description. A. Allston; Sat 11:30 am; Hanover G [H]

How to Get a Real Literary Agent

This mini-workshop will cover how to locate real agents, how to avoid scam agents, how to follow agent submission guidelines, and how networking can be useful. A. Crispin; Sat 11:30 am; Marietta [H]; 2.5 Hr(s)

Seminar 5: Characterization

Characters are king in literature Stackpole brings you a toolbox full of techniques to create compelling and memorable characters. M. Stackpole; Sat 1:00 pm; Hanover G [H]

Seminar 6: Style and Mood

Allston talks about establishing and sustaining the tone of a novel—how to switch from technique to technique, in order to make the readers experience exactly what you want them to. A. Allston; Sat 2:30 pm; Hanover G [H]

Seminar 7: Plotting

Stackpole unravels the mysteries of creating compelling plots. From creating an outline to maintaining flexibility, this seminar gives you the insider knowledge. M. Stackpole; Sat 4:00 pm; Hanover G [H]

SUNDAY

Seminar 8: Plot Analysis

Allston adds to your writers' toolkit with methods to analyze, strengthen, and repair plots. A. Allston; Sun 1:00 pm; Hanover G [H]

Seminar 9: 21 Days to a Novel

Stackpole presents his 3 week program for preparing yourself to write a novel. This set of 21 exercises is broken down to give you everything from character creation to world building. M. Stackpole; Sun 2:30 pm; Hanover G [H]

Seminar 10: Edit to perfection

So, you've got your pile of 100,000 words. What now? Stackpole guides you through the intricacies of actually editing your novel. M. Stackpole; Sun 4:00 pm; Hanover G [H]

MONDAY

Seminar 11: Showing Off Your Manuscript

Allston discusses ways to put your fiction before the eyes of others, including advance readers, workshopers, editors, and agents. A. Allston; Mon 11:30 am; Hanover G [H]

Seminar 12: Writing Careers in the Post-Paper Era

Stackpole—the first author to offer fiction on the iPhone/iPod Touch —gives you an up to date look at the digital revolution and explains how you can profit and develop your career. M. Stackpole; Mon 1:00 pm; Hanover G [H]

X-TRACK (X)

FRIDAY

Torchwood: The Captain Jack Experience

Captain Jack Harkness is one of the most enigmatic and charismatic characters in the Whoniverse. We here from our guest who have intimate knowledge. (See Brit Track For Guest List.) Fri 11:30 am; Grand Ballroom A-F [S]

Warehouse 13

Talk about a new show on Syfy-two government agents, dealing with "unknown origin" artifacts. Show up and have some cookies. Fri 1:00 pm; M106-M107 [M]

Make the Bad Men Stop

The NeedCoffee Crew share info on what new inanities and pain Hollywood will be doing to your childhood in the next few years. J. M. Tuffley, W. Walls, ScottC; Fri 2:30 pm; M106-M107 [M]

Tarot Readings: What They Are, How They Are Done and What They Mean

Join Kiki Gaia as she discusses tarot readings and completes some on audience volunteers. Fri 2:30 pm; M109 [M]

X Files Comics

Join a writer and illustrator for X Files comics as they discuss the comics process for an XF edition. C. Cunningham, B. Denham; Fri 4:00 pm; M106-M107 [M]

X Files Retrospective

RW Goodwin (producer / director), Shiela (Margret Skully), and Dean (Langly) reminisce about X-Files. D. Haglund, R. W. Goodwin, S. Larken; Fri 5:30 pm; M106-M107 [M]

What do the shows get wrong?

We have a GBI agent discuss what the shows we love (XF, NCIS, Medium) get right and wrong as per investigative procedure. Fri 5:30 pm; M109 [M]

Knights Templar

What are the stories, myths, legends and truth about the Knights Templar? An enlightening discussion on information on that very secret society. Fri 7:00 pm; 201 [Hil]

Welcome Back TAPS!

XTrack is pleased to welcome our favorite Ghost Hunters-The TAPS crew. Come hear them talk about the past season episodes that intrigued them the mos S. Gonsalves, J. Hawes, G. Wilson, D. Tango, D. Pari, J. Chin; Fri 7:00 pm; Reg VI-VII [H]

Lost: The Beginning of the End

It's the beginning of the end for Lost. What will the final season bring? Come meet with fellow Lost fans for an hour discussion. Fri 8:30 pm; M106-M107 [M]

Supernatural Fan Discussion

Like this season? Hate it? Want more angels? Fewer? Or just more of the Impala? Come discuss Supernatural with your fandom friends! Fri 10:00 pm; M106-M107 [M]

SATURDAY

Tapping Your Psychic Potential

An intense hour with Dr. Frank Gordon, paranormal researcher and professor, on how to tap into your own psychic potential Dr. F. Gordon; Sat 10:00 am; M109 [M]

Things that Go Bump in the Night: TAPS and Investigating

Join the TAPS guys as they discuss how they start, work and finalize an investigation. S. Gonsalves, J. Hawes, G. Wilson, D. Tango, D. Pari, J. Chin; Sat 11:30 am; Cent II-III [H]

An Hour with Michael Biehn

Join XTrack as we host an hour with Michael Biehn as he talks about Aliens. M. Biehn; Sat 1:00 pm; A601-A602 [M]

Alien Trespass Preview

Preview of the 1950s style movie about crash landing near a desert town, with the director. R. W. Goodwin; Sat 1:00 pm; Intl S [H]

Hypnosis: Fact vs. Fiction

Join Dee Bitner and Frank Gordon as they discuss the facts and fictions about hypnosis. Dr. F. Gordon, D. Bitner; Sat 2:30 pm; M106-M107 [M]

HG Wells: The Man Who Started It All

Join John Flynn and Bob Blackwood as they discuss the works of HG Wells, the father of modern science fiction. Dr. B. Blackwood, J. Flynn; Sat 2:30 pm; M109 [M]

Lost vs. Fringe

Which is the better JJ Abrams show-*Lost* or *Fringe*? *Fringe* sits on the right, *Lost* on the left-and no fisticuffs! Sat 4:00 pm; A601-A602 [M]

Religion and Spirituality-Buffy-verse and Supernatural

Come join a panel of Buffy and SPN speakers discussing the themes of religion and spirituality in both shows-the commonalities and the differences. Fr. B. Small; Sat 4:00 pm; M106-M107 [M]

I was a Paranormal Show Guest Star!

Join some of your favorite actors/actresses as they discuss their guest appearances on shows such as SPN, XF, LGM, Lost, Warehouse 13 and others! E. Gray, R. Herd, A. Ruck, B. Bostwick, K. McClure, B. Davison, L. Fletcher; Sat 5:30 pm; A601-A602 [M]

Improv with Dean Haglund

Come see Dean Haglund do his famous improv. D. Haglund; Sat 7:00 pm; Hanover C-E [H]

Ghost Hounds Stories

Join Patrick Burns and his Georgia Ghost Hound staff as they recount some of their favorite Ghost Hunting expeditions through GA. P. Burns; Sat 7:00 pm; M106-M107 [M]

Tattoo: History and Art

Cap Szumski, owner of Timeless Tattoo and one of the best tattoo artists in the SE, will discuss tattooing history and art. Sat 7:00 pm; M109 [M]

Ghost Hunting Methods by Different Groups

Join us as we talk to different members of paranormal groups as they talk about their investigations and methods. P. Burns, M. Belanger; Sat 8:30 pm; M106-M107 [M]

Ghost Stories

Come hear the best ghost stories from XTrack friends. This hour spent in the dark will raise your "spirits" and give you goosebumps! N. Knight, G. Watkins, F. Broome, R. Guiley, S. Segal; Sat 10:00 pm; M106-M107 [M]

I'll Be In My Bunk

Join adult (nc-17) fanfic fans for story discussions. Whedon-verse, SPN, HP and other fandoms will be discussed. (Note: Held in Whedon-verse Room) Sat 11:30 pm; L401-L403 [M]

SUNDAY

Leonard Nimoy-Beyond Spock [DCTV DELAY]

Join Leonard Nimoy as he talks about aspects of his varied career, from directing to voice work, documentaries and his amazing photography. Sun 10:00 am; Atrium Ballroom [M]

The Science of Paranormal Psychology

Join researcher Frank Gordon as he discusses the science behind paranormal psychology, along with research methods and tools utilized in the study. Dr. F. Gordon; Sun 10:00 am; M106-M107 [M]

Cryptozoology

Join Graham Watkins as he discusses Cryptozoology and the myths, legends and topics that lead to many XFiles "Monster of the Week" episodes. G. Watkins; Sun 11:30 am; M106-M107 [M]

Writing Paranormal Fiction

Join Bob Blackwood and Gail Martin as they moderate a discussion with paranormal fiction writers. Dr. B. Blackwood, S. Chastain, G. Martin, C. Barber, C. Douglas, R. Herron, J. St. Giles, T. Morris, K. Richardson, H. Osborn, A. DeStefano, L. Gilman; Sun 11:30 am; M109 [M]

What's the Weirdest Thing We Ever

Saw-TAPS

Join the TAPS guys as they talk about the weirdest and strangest things they have seen during their years of investigating. S. Gonsalves, J. Hawes, G. Wilson, D. Tango, D. Pari, J. Chin; Sun 11:30 am; Reg VI-VII [H]

Paranormal Research

Come join paranormal researchers in hearing about their methods and methodology used. G. Watkins, F. Broome, R. Guiley; Sun 1:00 pm; M106-M107 [M]

Supernatural: The Game

Jamie Chambers, game designer of the Supernatural Game, will discuss the game, the design components and tips on how to play. J. Chambers; Sun 1:00 pm; M109 [M]

Dean Haglund: A Funny Thing Happened on the Way to the Set

Join Dean as he shares stories from the X Files and Lone Gunmen sets. D. Haglund; Sun 2:30 pm; M106-M107 [M]

Gonzo Panel Show

Were you here last year? Then you know what to expect. If not, you want to find out what to expect. Join us for over 2 hours of game shows and improv! K. Plume, W. Walls, ScottC, D. Snyder, D. Hammer, T. Beaulieu, B. Corbett, S. Adsit, N. Innes, A. Savage; Sun 4:00 pm; Intl N [H]; 2.5 Hr(s)

Supernatural: What's next

Join SPN fans as they talk about their hopes/expectations/dreams for what is next for the Winchester Brothers. Sun 4:00 pm; M106-M107 [M]

Fringe Fan Discussion

Join Speaker as he leads a fandom discussion on *Fringe*-what's happened, what may happen and how does the AU fit. Sun 5:30 pm; M106-M107 [M]

Lost Fandom Discussion

We're discussing what we've loved, what we've hated and what we hope happens in the future with *Lost*! Sun 7:00 pm; M106-M107 [M]

MONDAY

Ghost Hunters: What's Coming?

Bid a fond D'Con farewell to the Ghost Hunters-but before they leave, they'll share information about upcoming investigations. S. Gonsalves, J. Hawes, G. Wilson, D. Tango; Mon 10:00 am; Cent I [H]

How to Conduct a Paranormal Investigation

Join paranormal investigators as they discuss how they conduct a paranormal investigation-the steps before, during and after an investigation. Mon 11:30 am; M106-M107 [M]

Religion, Spirituality and the Paranormal

Father Bryan Small will lead a discussion on the different aspects of religion and spirituality and how the paranormal impacts those beliefs. Fr. B. Small; Mon 1:00 pm; M106-M107 [M]

No, No, No-That's Not How It Was in the Book!

Join the NeedCoffee Crew as they discuss the most heinous breaks in book/comic book canon that Hollywood has taken. K. Plume, W. Walls, ScottC; Mon 2:30 pm; M106-M107 [M]

YOUNG ADULT LITERATURE (YA)

FRIDAY

Coming Soon: Books You're Gonna Love

Since many of us are book addicts, what will be hitting the bookstores next? Join us for a discussion of the books certain to be the next classics. B. Kunzel, S. Fichtelberg, K. Newsome (M); Fri 11:30 am; A707 [M]

Black Woman Missing

In Scott Westerfeld's novel *So Yesterday* the advertising world is called out for ignoring minorities. Are minorities ignored in YA Lit of today? C. Burke, K. David, K. Kingsley, L. Watson (M); Fri 1:00 pm; A707 [M]

Twilight Time [DCTV DELAY]

Peter Facinelli(Carlisle) and Justin Chon (Eric) join us from the set of *Twilight*. P. Facinelli, J. Chon, M. Moline (M); Fri 2:30 pm; Grand Ballroom A-F [S]

An Hour with Draco Malfoy

From the big screen to a ballroom near you! Tom Felton (Draco Malfoy) will be on hand to share his Potter experiences and answer fan questions. T. Felton, K. Newsome (M); Fri 4:00 pm; Grand Ballroom A-F [S]

Book Club Discussion- Steve Berman's

Vintage

Steve Berman's *Vintage*-Discuss this wonderful ghostly love story and give us your take in the first of our two book clubs! Warning: SPOILER ALERT! S. Berman; Fri 5:30 pm; A707 [M]

Religious Themes in YA

The Mormon motifs of *Twilight*, Christian themes in *Narnia*, religion in YA is a hot topic in any time period. Join our spirited, yet civil discussion. K. Hinds, K. Kingsley, K. Duey, K. Newsome (M), K. Smith (M); Fri 7:00 pm; A707 [M]

Women Warriors in YA

Come explore the art of war where women fight as well as rule, and strong female role models are truly strong. S. Berman, K. Hinds, R. Maltese, M. West, J. Kessler, S. Fichtelberg, K. Smith (M); Fri 8:30 pm; A707 [M]

Blood and Fur

Books about vampires and werewolves are enjoying a flight in popularity. Learn about new blood and the hair-raising resurgence in this growing genre. S. Berman, R. Mead, M. Mancusi, L. Watson (M); Fri 10:00 pm; A707 [M]

Illustration and Artistry in YA

How do illustrations/artwork find their way into published works? Graphic novels...changing how young adults read? Does the visual impact literature? T. Naifeh, A. Runton, K. Duey; Fri 11:30 pm; A707 [M]

SATURDAY

YA Around the World

There's a whole world of YA! We'll explore international authors such as Neil Gaiman, Terry Pratchett, Justine Larbalestier, Cornelia Funke, and more. T. McCaffrey, K. Duey, K. Smith (M), S. Chatham (M); Sat 11:30 am; A707 [M]

An Hour With Draco Malfoy

From the big screen to a ballroom near you! Tom Felton (Draco Malfoy) will be on hand to share his Potter experiences and answer fan questions. T. Felton, M. Moline (M); Sat 1:00 pm; Grand Ballroom A-F [S]

Twilight Time

Peter Facinelli(Carlisle), Michael Welch (Mike), and Justin Chon(Eric)join us from the set of *Twilight*. P. Facinelli, J. Chon, K. Smith (M); Sat 2:30 pm; Atrium Ballroom [M]

From Page to Screen

Many YA books have been turned into films including Twilight, Harry Potter, etc. What did you like/dislike? What's coming soon? P. Beagle, K. David, K. DeCandido, S. Fichtelberg, K. Newsome (M); Sat 4:00 pm; A707 [M]

Science Fiction in YA

Much of the YA universe is fantasy. Explore the science fiction side of YA as we visit future worlds, strange inventions, and distant planets. D. Beauchamp, T. McCaffrey, T. Zahn, B. Kunzel, C. Kittredge, M. Moline (M); Sat 5:30 pm; A707 [M]

Young Adult Literature Team Trivia

Not only will we challenge your Harry Potter, Narnia, and Twilight knowledge, but we'll throw in some questions about your other favorite YA books. M. Moline (M), L. Watson (M), S. Chatham (M); Sat 7:00 pm; Intl S [H]

Faeries and Fairy Tales

Something old, something new, something borrowed and something Blue Fairy? What bits of mythology, folklore, and fairy tales are in stories today? S. Berman, G. Summers, M. Stiefvater, K. Smith (M); Sat 8:30 pm; A707 [M]

Alternative Sexualities in YA- Not Your Mother's YA Book!

Explore the full spectrum of human emotion and love in this panel covering GBTL characters in literature. Bring your recs, paper, and an open mind. S. Berman, R. Maltese, S. McDonald, M. Moline (M); Sat 10:00 pm; A707 [M]

Are You a Death Eater?

Come play in the Potterverse and defend yourself to the death in this popular card game. (Hosted by Atlanta HP) K. Newsome (M), T. Smith (M); Sat 11:30 pm; A707 [M]

SUNDAY

Dark Arts and Crafts with YA Lit

Bring your children of all ages (yes, parents that means you, too) to create masterpieces of art with our fabulous, playful, and crafty staff. Sun 10:00 am; A707 [M]

An Hour With Draco Malfoy [DCTV DELAY]

From the big screen to a ballroom near you! Tom Felton (Draco Malfoy) will be on hand to share his Potter experiences and answer fan questions. T. Felton, K. Smith (M); Sun 11:30 am; Atrium Ballroom [M]

Family in Harry Potter

What does "family" mean? Who do we choose to be a part of our lives? How is the family shaped by the tragedies and triumphs of JKR's series? T. McCaffrey, B. Kunzel, M. Moline (M); Sun 1:00 pm; A707 [M]

Book Club Discussion-Kathleen Duey's Skin Hunger

Kathleen Duey's Skin Hunger-Come alive with us in a land of wizards and magic that's NOTHING like Harry Potter in this book. Warning: SPOILER ALERT! K. Duey, M. Moline (M), T. Smith (M); Sun 2:30 pm; A707 [M]

Twilight Time

Peter Facinelli(Carlisle), Michael Welch (Mike), and Justin Chon(Eric) join us from the set of Twilight. P. Facinelli, J. Chon, K. Newsome (M); Sun 4:00 pm; Atrium Ballroom [M]

Yule Ball Costume Contest Judging

Contestants wishing to participate in the YA Lit costume contest come to the track room for pre-judging. Winners will be announced at the Yule Ball. R. Maltese, J. Price (J), A. Celeste (J); Sun 5:30 pm; A707 [M]

Yule Ball

There will be well-mannered frivolity...wear your Hogwarts finest or whatever! Winners of our costume contest and Twilight Vidding Contest TBA. Sun 8:30 pm; Grand Ballroom D-F [S]; 4 Hr(s)

MONDAY

To the Head of the Class-SF/F for Teachers

SF/F for Teachers-Want to use Fantasy and SF in your classroom, but don't know where to start? Learn some great resources to begin your quest. D. Beauchamp, M. B. Weston, D. A. Adams, K. Duey, S. Clift (M); Mon 10:00 am; A707 [M]

An Hour with Draco Malfoy [DCTV LIVE]

From the big screen to a ballroom near you! Tom Felton (Draco Malfoy) will be on hand to share his Potter experiences and answer fan questions. T. Felton, L. Watson (M); Mon 11:30 am; Cent II-III [H]

Post-mortem

How did we do this year? What topics would you like covered next year? Give us feedback on what you, the fans, think we should do in the future. B. Kodak (M); Mon 2:30 pm; A707 [M]

Dragon*Con 2009 Tournament Gaming

Home again, home again! We remain in the Atlanta Hilton minus the Massively Multiplayer Online Role-Playing Gaming section we call "Online Gaming" or "MMOs." They are down in the Sheraton again, just one block south. Stop whining, the walk and fresh air are good for you.

Most games, not all, run under our 4 hour session system. It's worked for years and years and since we've ALL memorized the session times, it is too late to change now. If a given event shows no duration assume it is three and a half or four hours. If there is no cost listed, assume it is free.

Session numbers:

Fri.	Sat.	Sun.	Mon.	Time
1	5	9	13	9 am-1 pm
2	6	10	14	1 pm-5 pm
3	7	11	Go	6 pm-10 pm
4	8	12	Home!	10 pm-2 am

Ideally tournament judges will manage their time so that each game is finished with fifteen minutes left in the session allowing everyone time to get to the next game. Large tournaments in some of the gaming areas do not follow this pattern, and some games run over one and a half or two sessions which is usually noted in the description area for that event. When you are looking at events in the listings, you will see that events are typically referred to by their session numbers and not the day or time.

The friendly staff at Gaming Registration should also be able to answer any questions you might have or help you find the answers you need. Gaming Registration will be open Thursday evening for you early birds, we're thinking eighthish, dress is informal, gifts of food and beverage welcome,

and at 8:00 am every morning of the convention. Gaming Registration is located in the Galleria in the Atlanta Hilton. After you descend the stairs into the Galleria level, hang a left and then look to your left. In order to play in most events you will need an event ticket. Most event tickets cost \$3.00, but there are some free demonstration games and a few are more expensive. You can also purchase generic tickets that are usable at any event. If an event is sold out you can show up for that event with a generic ticket and if anyone with a "real" ticket for that event does not show up you will be able to step in. This is particularly true for the larger events where there is more of a chance of a no show or cancellation.

People often ask why Dragon*Con charges for tickets, and we answer this question the same way we have for years and years (it's kind of a tradition) and there are two major reasons. The first is to fund prizes for the events. We award "Dealer Coins" to the winners of events that can be used as money in the Exhibition Hall in the Marriott. For some of the major events we have plaques and awards made. The second reason is to insure attendance of events. We've learned that players are much more likely to show up for a game if they've already spent \$3.00 on a ticket. When we tried not charging for events and signed up players on registration sheets in the past. However, many players signed up for everything they were remotely interested in and then only played the events they were most interested when the time came. This was unfair to fellow gamers and judges who would never know if all the names on a given registration sheet would show up.

We have the Walk of Fame on the 2nd floor plus other tracks that share common interests with gaming. Remember, the MMO track is just one block south at the Atlanta Sheraton. No, you don't need to ride the shuttle bus there but you could if you wanted.

NATIONAL DECISION MAKING GAME-EVENTS AND PRESENTATIONS

Dragoncon is thrilled with the return of the (NSDM) crew. They will be offering two different versions of their most unique game and several very interesting presentations:

National Decision Making Game: Contemporary

System: NSDM Game; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 3, 6, 7, 10; **Duration:** 4 hrs; **Cost:** \$3.00; **GameMaster:** NSDM Staff

The National Security Decision Making (NSDM) Game is a political, military and economic role-playing game. The scenario for the Contemporary game is: "You players are the congress. You over there, you're the Cabinet. You folks in the corner are the Joint Chiefs. This guy's the President. The scenario is: it's the world as you know it today. Fix it. You may start now." New issues and problems in every game, different nations played in every game, showing a range of real issues across the world, and modeling a number of different political systems.

National Decision Making Game: Cold War

System: NSDM Game; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** NSDM Staff

The National Security Decision Making (NSDM) Game is a political, military and economic role-playing game. In the Cold War-1960s game, we roll the clock back to the early 1960s: the Soviets are ahead in the space race, the U.S. has not

committed to going to the Moon. Echoes of gunfire are still dying off in Hungary, and at the Bay of Pigs. Then there's Red China: they don't have the Bomb, and their rift with the Soviets is not irreconcilable. Israel is not yet a U.S. client. The U.S. has a few advisors in Vietnam, and is running U-2 flights over Cuba. Each player will have to see if he or she can achieve personal objectives, without destroying mankind. And OBTW there's probably a spy in your cell working for the other team

Intro to International Relations

Session: 1 (11:30 am); **Duration:** 90 minutes

Presented by Dr. Craig Greathouse. Why do wars start? How important is the Middle East for world economic stability? Why should we care about Afghanistan? These questions are the core of international relations. This lecture on international relations basics addresses how actors within the world interact. It focuses on the basics of how the system operates and shows the importance of "blood," "gold" and power. Dr. Greathouse teaches courses on international relations, security and defense policy, and courses on Western Europe and the European Union at North Georgia College and State University where he is also the graduate advisor to the Masters in International Affairs program.

End of Empire

Session: 5; **Duration:** 2 Hr(s)

Presented by Merle Robinson. The dissolution of the British Raj in the Indian subcontinent was the death knell of the Empire. This overview presentation will touch on many of the political, cultural, economic and military issues that have shaped the development of current challenges for the governance, peace, and security of today's subcontinent. Mr. Robinson is a career DoD civil

servant, and a contributing designer to the political-military-economic models used by the National Security Decision Making game.

Kashmir: Conflict At Top of the World

Session: 5 (11:30 am); **Duration:** 90 minutes

Presented by Peter Ruocco. An overview of the history of the conflict over Kashmir. Not one, not two, but three nuclear powers have fought over this land and still have unfulfilled claims. Learn why Pakistan and India continue to fight over what would otherwise appear to be an insignificant region. Peter Ruocco is an international health care business consultant, and contributing designer to the political-military-economic models used by the National Security Decision Making game.

The Crisis in North Korea and Scenarios of What Will Happen After Kim Jong-Il

Session: 9 ; **Duration:** 1 Hr

Presented by Louis J. Desy, Jr. With the decline in the health of Kim Jong-Il ("Dear Leader"), will there be an orderly transition of power to one of his sons (Kim Jong-Un or "Brilliant Comrade") or will the death of Kim Jong-Il set off a scramble for power in this troubled nation? This overview presentation will touch on many of the political, cultural, economic and military issues that have shaped the development of current challenges for the governance, peace, and security of North Korea with the coming demise of Kim Jong-Il. Mr. Desy holds a law degree from Suffolk University Law School, and is a contributing designer to the political-military-economic models used by the National Security Decision Making game.

Market Garden: Was it really 'A Bridge Too Far'?

Session: 9 (10:00 am); **Duration:** 90 minutes

Presented by Michael Tucker. What roles did

Strategic and Operational Decisions, Leadership, Intelligence, Overconfidence and Technology play in the failure of the Allies' most ambitious airborne operation? Mr. Tucker discusses his research into the battle, in light of his insights from his personal examination of the battlefields. Mr. Tucker is a contributing designer to the political-military-economic models used by the National Security Decision Making game.

Submarine and AntiSubmarine Warfare

Session: 9 (11:30am); **Duration:** 90 minutes

Presented by Captain Mark McDonagh, USN/retired. A review of submarine warfare and antisubmarine warfare from CSS Hunley through the Cold War. Emphasis on technology, tactics, strengths and weaknesses of submarines as a naval asset, and comparisons of the approaches to submarine warfare employed by Germany, America and the Soviet Union. Captain McDonagh is a 30-year submarine force veteran, with many years of experience at the Naval War College, Navy Warfare Development Command, and Submarine Development Squadron Twelve.

BOARD GAMES

Bump In The Night

Difficulty: Detailed; **Required Experience:** None; **Sessions:** Sun 1 PM; **Duration:** 2 Hr(s); **Cost:** Free

Happily lounging in their haunted house, the monsters wait for new victims to prey upon, waiting to feed on the psychic energies of fear. It is a rare treat when the foolish mortals enter your halls of doom, but luckily today is such a day! A large group of kids has decided to spend the night in your halls, daring each other to face the terrors until the break of dawn. Dawn will not come soon enough to save them, the only question that remains is which group of monsters will terrorize them the most! Rules taught. Prizes provided.

Deadlands: Battle for Slaughter Gulch

Difficulty: Basic; **Required Experience:** None; **Sessions:** ; **Duration:** 2 Hr(s); **Cost:** \$2.00

Dust, grit, and the smell of fear blow through the quiet streets of a rough and tumble frontier town. Once deemed a refuge from the hazards of the West, the town took a darker turn with the discovery of precious ghost rock. You have come to lay claim to your share of the priceless mineral, only to find that you aren't the only one who has heard of the fabulous wealth ripe for the plucking. Can you outwit your foes and take control of the town and the limitless wealth it promises to the strong and cunning? Or will an unmarked grave on boot hill be your final resting place? Rules taught. Prizes provided.

Dragon Con Board Gaming Ribbon

Difficulty: Easy; **Required Experience:** None; **Sessions:** Fri 8 AM; **Duration:** n/a; **Cost:** \$5.00

Dragon*Con's All you can game Board gaming Ribbon. This ribbon is required for all Board Games events.

Frag-Gold Edition

Difficulty: Easy; **Required Experience:** None; **Sessions:** Fri 10 PM; **Duration:** 2 Hr(s); **Cost:** Free

A first-person shooter! On a board! Collect frags, gather cool equipment. Come try out the new gold Edition.

Late Night Nuclear War

Difficulty: Easy; **Required Experience:** None; **Sessions:** Sun 2 AM-Sat 4 AM; **Duration:** 2 Hr(s); **Cost:** Free

For the second year in a row we'll play a few games of Nuclear War at an ungodly hour.

By 2am Saturday night of Dragoncon most of will probably be under the influence of various dangerous substances, so let's kick back and destroy the Earth.

Martians!!!

System: Martians; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 1 PM; **Duration:** 4 Hr(s); **Cost:** Free

Your quiet afternoon playing video games is interrupted by a whirring noise and a loud bang! You rush to the window and look. Out on the neighboring field you see it-A large flying saucer and dozens of angry looking MARTIANS!!! Well, at least your day won't be boring!

Munchkin Gauntlet

System: Munchkin; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 6 PM, Sun 6 PM; **Duration:** 2 Hr(s); **Cost:** Free

With so many types of Munchkin, how do you choose? Well, if you want to win, then you choose them all!. This weekend long tournament challenges you to score the most points by playing as many different types of Munchkin as you can!

Munchkin Gauntlet

System: Munchkin; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** Fri 8 PM, Sat 1 PM, Sat 3 PM, Sat 6 PM, Sat 8 PM, Sun 1 PM, Sun 3 PM, Sun 6 PM, Sun 8 PM; **Duration:** 2 Hr(s); **Cost:** Free

With so many types of Munchkin, how do you choose? Well, if you want to win, then you choose them all!. This weekend long tournament challenges you to score the most points by playing as many different types of Munchkin as you can!

Munchkin Quest

System: Munchkin; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** Sat 1 PM, Sun 1 PM; **Duration:** 4 Hr(s); **Cost:** n/a

Munchkin Quest, munchkin board game style! Search you way through the dungeon discovering new rooms and fighting new monsters!

Munchkin US-SE Tournament-FINAL ROUND

System: Munchkin; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 6 PM; **Duration:** 3 Hr(s); **Cost:** Free

Steve Jackson Games presents the U.S. Southeast Regional Munchkin Tournament, hereat Dragon*Con! Kill the monsters, grab the treasure, stab your friends

in the back, and level up faster than anyone else! This is the final round of the tournament, where the three Dragon*Con winners go up against not only each other, but also against the 2009 State Champions! There will be plenty of room for bystanders and onlookers as the masters engage in a single game of Munchkin, winner take all. Tons of prizes for the winner, and even some free Munchkin stuff for those who show up to cheer them on. Let's play!

Munchkin US-SE Tournament-ROUND A

System: Munchkin; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 2 PM; **Duration:** 4 Hr(s); **Cost:** Free

Steve Jackson Games presents the U.S. Southeast Regional Munchkin Tournament, here at Dragon*Con! Kill the monsters, grab the treasure, stab your friends in the back, and level up faster than anyone else! Everyone is welcome, from learned masters to complete newbies (beginner's luck is a powerful weapon!)

Munchkin US-SE Tournament-ROUND B

System: Munchkin; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 4 PM; **Duration:** 4 Hr(s); **Cost:** Free

Steve Jackson Games presents the U.S. Southeast Regional Munchkin Tournament, here at Dragon*Con! Kill the monsters, grab the treasure, stab your friends in the back, and level up faster than anyone else! Everyone is welcome, from learned masters to complete newbies (beginner's luck is a powerful weapon!)

Munchkin US-SE Tournament-ROUND C

System: Munchkin; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 7 PM; **Duration:** 4 Hr(s); **Cost:** Free

Steve Jackson Games presents the U.S. Southeast

Regional Munchkin Tournament, here at Dragon*Con! Kill the monsters, grab the treasure, stab your friends in the back, and level up faster than anyone else! Everyone is welcome, from learned masters to complete newbies (beginner's luck is a powerful weapon!)

Recess

System: Recess; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM; **Duration:** 4 Hr(s); **Cost:** Free

Growing up is never easy ... especially in a rough parochial school where scores are settled on the playground. Between bullies stealing your lunch money, fights breaking out left and right, and schoolmates tattling to the ever-present nuns, a kid just can't catch a break ... or a kiss, as the case may be.

*This game will be played several times during this session.

Recess

System: Recess; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM; **Duration:** 4 Hr(s); **Cost:** Free

Growing up is never easy ... especially in a rough parochial school where scores are settled on the playground. Between bullies stealing your lunch money, fights breaking out left and right, and schoolmates tattling to the ever-present nuns, a kid just can't catch a break ... or a kiss, as the case may be.

* This game will be run several times during this session

Recess

System: Recess; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM; **Duration:** 4 Hr(s); **Cost:** Free

Growing up is never easy ... especially in a rough parochial school where scores are settled on the playground. Between bullies stealing your lunch money, fights breaking out left and right, and schoolmates tattling to the ever-present nuns, a kid just can't catch a break ... or a kiss, as the case may be.

*This game will be played several times during this session.

Settlers of Catan

System: Settlers of Catan; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** Sat 1 PM-Sat 7 PM, Sun 1 PM-Sun 7 PM; **Duration:** 6 Hr(s); **Cost:** \$5.00

Dragon Con's Round Robin Settlers Tournament returns with 2 days of competition. Prizes will be awarded for First and Second place each day. Last years tournament filled up quickly. Tournament will be random draw round robin.

Siesmic

System: Seismic; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM; **Duration:** 4 Hr(s); **Cost:** Free

The industrious yet short-sighted Seismic Asphalt & Paving Company—located in the sleepy town of San Andreas, California—has put you in charge of one of its many road crews. Your job is to build a network of roadways around San Andreas proper. But San Andreas is rather prone to earthquakes, will your roads survive the big one.

*This game will be played several times during this session.

SlugFest Fest

System: Slugfest Gaming Playtesting; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** Fri 8 PM, Sat 8 PM; **Duration:** 3.75 Hr(s); **Cost:** Free

Slug it out in a Slug Fest tournament. Drink your fellow adventurers under the table in Red Dragon Inn, sacrifice yourself to the Angry Volcano God in Tiki Mountain, fluster your opponents in En Garde, fight it out in Kung Fu Fighting, and fight for your country in Fishing for Terrorists. Prizes for the top three finishers in this round-robin tourney!

Slugfest Fest!!!

System: Slugfest Gaming Playtesting; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** ; **Duration:** 4 Hr(s); **Cost:** Free

Come Slug it out in the 3rd Annual Slugfest Fest! Drink your fellow adventurers under the table in Red Dragon Inn, throw yourself into the volcano to save your Tiki village in Tiki Mountain, fluster your opponents with your swashbuckling skills, star in a bad kung fu movie in Kung Fu Fighting and save the world in Fishing For Terrorists! Great prizes for top 3 players!

Space Pirate Amazon Ninja Catgirl (SPANC) Costume/Game Party!

System: Demo-Steve Jackson Games; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 10 PM; **Duration:** 4 Hr(s); **Cost:** Free

Calling all costumer/cosplayer gamers!

Delve down into the depths of the gaming room on Saturday night for the Space Pirate Amazon Ninja Catgirl (SPANC) party! We'll have a few tables dedicated to this hilariously fun game, in which you lead your crew of catgirls through crazy capers in search of loot, toys, and poolboys! (No experience necessary—it's an easy game to learn.) But that's not all! Come in costume as a Space

Pirate, an Amazon, a Ninja, or a Catgirl and get an in-game bonus! Come dressed as two and get two bonuses (bonii?), come as three and get three, and so on! This event is 100% FREE and prizes will be awarded not only to the winners, but to the best costume(s) as well!

Zombies!!!

System: Zombies!!!; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 6 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM; **Duration:** 4 Hr(s); **Cost:** Free

The Zombies are lose and they want brains and yours are next unless you can fight your way to the helicopter.

* This game will be run several times during this session

Zombies!!!

System: Zombies!!!; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM, Sun 9 AM; **Duration:** 4 Hr(s); **Cost:** Free

The Zombies are lose and they want brains and yours are next unless you can fight your way to the helicopter. This game will be run several times during this session

Zombies

System: Zombies!!!

Difficulty: Easy; **Required Experience:** None; **Sessions:** Sun 1 PM; **Duration:** 4 Hr(s); **Cost:** Free

The Zombies are lose and they want brains and yours are next unless you can fight your way to the helicopter.

* This game will be run several times during this session

Zombies!!!

System: Zombies!!!; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM; **Duration:** 2 Hr(s); **Cost:** Free

The helicopter is on its way and you HAVE to be the one in the seat when it takes off. "Sorry about your luck, suckers!" Rules taught. Prizes provided.

COLLECTIBLE CARD GAMES

Abduction

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 9 AM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Alacrity: Atlanta

System: Vampire: The Eternal Struggle; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 2 PM; **Duration:** 2.5 Hr(s); **Cost:** Free

Alara Block Booster Drafts

System: Magic: the Gathering; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 10 AM, Fri 1 PM, Fri 6 PM, Fri 10 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sat 10 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Sun 10 PM; **Duration:** 4 Hr(s); **Cost:** \$17.00

Battle Spirits Booster Drafts

System: Battle Spirits; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 10 am, Fri 1 PM, Fri 6 PM, Fri 10 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sat 10 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Sun 10 PM; **Duration:** 4 Hr(s); **Cost:** \$17.00; **GameMaster:** James Takenaka

Battle Spirits Booster Drafts! Bandai's NEWEST HOT Game, #3 ranked in Japan!

Free Demos every day. Get a Demo, then play in a Draft!

Rolling Booster Drafts every 8 players signed up, \$17!

Prepare for the big \$1,000 total cash prize tournaments to be held on Saturday and Sunday

Battle Spirits Master Championship

System: Battle Spirits; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sat 10 am, Sun 10 am; **Duration:** 6 Hr(s); **Cost:** \$10.00; **GameMaster:** James Takenaka

First Ever Masther Championship Constructed Tournament! Day 1 Saturday-\$10, top 8 Advance to Day 2. Sunday Day 2-Free (Top 8 qualifiers from Day 1 only) Total \$1000 CASH Prize!

Beer Money

System: LunchMoney; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM, Sat 9 AM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Corruption

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM, Sat 9 AM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Daily Championship Draft

System: Magic: the Gathering; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 9 PM, Sat 9 PM, Sun 9 PM; **Duration:** 4 Hr(s); **Cost:** \$17.00; **GameMaster:** Kyle Puttkammer

Daily Championship Event! Winner of Any Booster Draft on same day, wins entry into this event. Conducted Daily Fri, Sat, Sun. \$17 Prizes included. Sanctioned!

You must have won at least one Magic booster draft at the show. Prizes may include Magic's newest: From The Vault: Exiled!

DBZ Constructed

System: Dragon Balls-Z; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sun Noon; **Duration:** 4 Hr(s); **Cost:** \$5.00; **GameMaster:** Kyle Puttkammer

DragonBalls-Z Constructed Tournament! \$5.
Prizes provided

Dragon's Breath: SE Regional Qualifier

System: Vampire: The Eternal Struggle; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** Sun Noon; **Duration:** 8 Hr(s); **Cost:** Free

Duffin Draft: Atlanta

System: Vampire: The Eternal Struggle; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Mon 10 am; **Duration:** 4 Hr(s); **Cost:** Free

Epic Demos & Drafts

System: Epic TCG; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 10 am, Fri 1 PM, Fri 6 PM, Fri 10 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sat 10 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Sun 10 PM; **Duration:** 4 Hr(s); **Cost:** \$14.00; **GameMaster:** Kyle Puttkammer

Play the newest expansion for Epic-"Time Wars". New players are welcome and demos will be provided throughout the convention. Prizes include packs and special cards. Drafts will be \$14.

Gloom

System: Gloom CCG; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM, Sat 1 PM, Sat 6 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Let's Kill

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 6 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Letterhead

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM, Fri 6 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Lunch Money

System: LunchMoney; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 3, 5; **Duration:** 4 Hr(s); **Cost:** \$3.00

Mad Scientist University

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Magic 2010 Core Set drafts

System: Magic: the Gathering; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 10 am, Fri 1 PM, Fri 6 PM, Fri 10 PM, Sat 9 AM, Sat 1 PM, Sat 6 PM, Sat 10 PM, Sun 9 AM, Sun 1 PM, Sun 6 PM, Sun 10 PM; **Duration:** 4 Hr(s); **Cost:** \$17.00; **GameMaster:** Kyle Puttkammer

2010 Running Booster Drafts during Entire Con. Event starts as soon as 8 players sign up. Players can choose to sign up for a "Sanctioned" or "Non-Sanctioned" event. Sign-ups start at opening of Con on Friday, and stop at Midnight on Sunday night. Cost \$17/player. Packs provided as Prizes. Each/All Daily Draft Event Winners qualify for Daily Championship Event!

Magic Planechase-Multiplayer

System: Magic: the Gathering; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri Noon-Sun Midnight; **Duration:** 4 Hr(s); **Cost:** Free; **GameMaster:** Kyle Puttkammer

M:tG Planechase-Multiplayer events! LAUNCH WEEKEND Special Release Events! Limited Product available. Based upon availability of product. Casual Play-Unsanctioned. Events run as requested until product is exhausted! Signup early! Cost TBD, based upon availability.

Marvel Ultimate Battles constructed

System: Marvel Ultimate Battles; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sun 6 PM; **Duration:** n/a; **Cost:** \$3.00; **GameMaster:** Roman Ryan

Learn how to play this fun and easy game all weekend, then join us for the tournament!

ME:CCG Challenge Deck

System: Middle Earth CCG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sun 9 AM; **Duration:** 5 Hr(s); **Cost:** \$3.00; **GameMaster:** Brian Min

This is a standard 2 deck game, using the Council of Lorien rules. All challenge decks will be provided and distributed randomly. Middle Earth is a CCG previously made by ICE based on JRR Tolkien's *Lord of the Rings*.

ME:CCG North American Championship Open (Finals)

System: Middle Earth CCG; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Sun 9 AM; **Duration:** 5 Hr(s); **Cost:** \$3.00; **GameMaster:** Brian Min

This is a standard 2 deck game, using the Council of Lorien rules. Middle Earth is a CCG previously made by ICE based on JRR Tolkien's *Lord of the Rings*.

ME:CCG North American Championship Open (Qualifiers)

System: Middle Earth CCG; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Sat 9 PM; **Duration:** 10 Hr(s); **Cost:** \$3.00; **GameMaster:** Brian Min

This is a Standard 2 deck game, using the Council of Lorien rules. Middle Earth is a CCG previously made by ICE based on JRR Tolkien's *Lord of the Rings*.

ME:CCG One Deck Hero Only

System: Middle Earth CCG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 8 AM; **Duration:** 5 Hr(s); **Cost:** \$3.00; **GameMaster:** Brian Min

This is a Hero Only 1 deck game, using the Council of Lorien rules. Middle Earth is a CCG previously made by ICE based on JRR Tolkien's *Lord of the Rings*.

MTG Type 2

System: Magic: the Gathering; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Sat 7 PM; **Duration:** 6 Hr(s); **Cost:** \$5.00; **GameMaster:** Kyle Puttkammer

MTG Type II Constructed Tournament. Bring your best Decks! Test your skill against DragonCon's finest!

Naruto-Chunin Level tournament

System: Naruto; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sun Noon; **Duration:** 4 Hr(s); **Cost:** \$10.00; **GameMaster:** James Takenaka

Naruto from Bandai, Chunin Level Tournament. Constructed. Prizes include boosters of Naruto, and Game Mats! Entry \$10.

On the Edge

System: On The Edge; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM, Fri 6 PM, Sat 6 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Once Upon A Time

System: AEG CCG Demos; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 9 AM, Fri 1 PM; **Duration:** 4 Hr(s); **Cost:** \$3.00

Save Face: Atlanta

System: Vampire: The Eternal Struggle; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sat 4 PM; **Duration:** 2.5 Hr(s); **Cost:** Free

SchreckNET: Atlanta

System: Vampire: The Eternal Struggle; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** Fri 7 PM; **Duration:** 6 Hr(s); **Cost:** Free

Spellfire

System: Spellfire; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 11 AM; **Duration:** 2 Hr(s); **Cost:** \$3.00

Star Trek CCG

System: Star Trek: CCG; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** Fri 9 AM, Fri 10 PM, Sat 9 AM, Sun 1 PM, Sun 10 PM, Mon 11 AM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Star Wars CCG Cube Draft #1

System: Star Wars: CCG; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Sat 8 PM; **Duration:** 4 Hr(s); **Cost:** \$2.00

Star Wars CCG Cube Draft #2

System: Star Wars: CCG; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Mon 1 PM; **Duration:** 4 Hr(s); **Cost:** \$2.00

Star Wars CCG Dagobah Regionals

System: Star Wars: CCG; **Difficulty:** Complex; **Required Experience:** Expert; **Sessions:** Sat 10 am; **Duration:** 7 Hr(s); **Cost:** \$12.00

Star Wars CCG Open Championship

System: Star Wars: CCG; **Difficulty:** Complex; **Required Experience:** Expert; **Sessions:** Sun 10 am; **Duration:** 7 Hr(s); **Cost:** \$12.00

Star Wars CCG Sealed Deck

System: Star Wars: CCG; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** Fri 8 PM; **Duration:** 4 Hr(s); **Cost:** \$2.00

The Spoils Welcome Back

System: AEG CCG Demos; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Mon Noon; **Duration:** 4 Hr(s); **Cost:** \$3.00

Time Stream

System: Time Stream; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 3 PM, Fri 6 PM; **Duration:** n/a; **Cost:** \$3.00; **GameMaster:** AJ Willett

Come learn a new game!

UFS from Fantasy Flight-demos

System: UFS- Universal Fighting System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** ; **Duration:** n/a; **Cost:** \$3.00; **GameMaster:** AJ Willett

UFS from Fantasy Flight-demos
Free demo decks to the first 80 players / learners.
All Weekend Long!

UFS Tekken release celebration

System: UFS- Universal Fighting System; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** Sat 3 PM, Sun Noon; **Duration:** n/a; **Cost:** \$22.00; **GameMaster:** AJ Willett

UFS Tekken release celebration. Constructed sanctioned tournaments. Prizes-Packs and prerelease foil cards.

Villein: Atlanta

System: Vampire: The Eternal Struggle; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** Sat Noon; **Duration:** 6 Hr(s); **Cost:** Free

WoW TCG-Black temple raid

System: World of Warcraft-TCG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Sat 7 PM; **Duration:** 4 Hr(s); **Cost:** \$20.00 per team of 3-4 players; **GameMaster:** Johnathan Delgado

Black temple Raid

WoW TCG-Constructed

System: World of Warcraft-TCG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** ; **Duration:** 4 Hr(s); **Cost:** \$10.00; **GameMaster:** Johnathan Delgado

World of Warcraft TCG Constructed Events. Prizes provided, \$10

WoW TCG-Sealed

System: World of Warcraft-TCG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 6 PM; **Duration:** 4 Hr(s); **Cost:** \$25.00; **GameMaster:** Johnathan Delgado

Sealed \$25 for 6 packs, Prizes include play mats and special cards

Yu-Gi-Oh! Ancient Prophecy Release Celebration!

System: Yu-Gi-Oh!; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** Fri 6 PM, Sat Noon, Sun Noon; **Duration:** 4 Hr(s); **Cost:** \$20.00; **GameMaster:** James Hames

Yu-Gi-Oh! Ancient Prophecy Release weekend celebration! Constructed Sanctioned Tournaments Fri 6pm, Sat noon, Sun noon. TRADING sessions Begin 2 Hours BEFORE each event!

LIVE-ACTION GAMES

Dark ConFrontation's "One God, Two Gods, Old Gods, New Gods"

System: DarkConfrontations; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** Dark ConFrontation

Welcome to Dark ConFrontation, the only game where gods walk the Earth, Superheroes roam the halls, and Aliens rub shoulders (or tentacles) with affable Androids, malevolent Mages and narcolpetic Orca. This weekend, congregate to resolve the riddles of this year's scenario: Who are these funny looking folks from the "League of Systems"? Why are they carrying those shiny boxes? How did all these flashing lights get into Malice's Restaurant without anyone noticing, except Malice? And what, exactly, is a Great Cosmic Yard Rake?

Forest of Door's "Diplomacy with Outlying Settlements"

System: Forest of Doors; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** Forest of Doors

Forest of Doors is a live-combat fantasy LARP, in which you play a denizen of one of eight distinct homeworlds. In each of these worlds, magical gates have recently begun to appear, leading to the strange and unknown world of the Forest of Doors. In essence, Forest of Doors is a multi-genre game with a vast array of character possibilities. Our setting and rules system promote a game that is fundamentally heroic in nature, and character cooperation will be necessary for survival.

Heroes of Rokugan-"ST-INT09 'Festival of Dueling and Magic'"

System: Legend of the Five Rings; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 1 PM-Sun 5 PM; **Duration:** n/a; **Cost:** \$5.00; **GameMaster:** Heroes of Rokugan

Months ago, the Crane and Phoenix Clans agreed to jointly host a pair of tournaments celebrating the arts of magic and dueling. Since then, the Empire has been rocked by one conflict after another. The tournaments will go forward as planned, but will they be a respite from war, or just another form of battleground?

Nightfall's Buffy the Vampire Slayer: "What Could Go Wrong?"

System: Buffy The Vampire Slayer; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** Nightfall Productions

Summer, a time of fun and more importantly NO SCHOOL! Unfortunately there isn't a lot to do in Sunnydale except be bored out of your skull. Everyone who is anyone has left town, even that freaky Buffy Summers managed to get out of town. The only possible excitement is that new club, Platinum, that opened up. They claim that it is going to put the Bronze out of business. Unfortunately rumor has it you have to be eighteen and up to get in. Only thing is you could swear you saw some really young looking "adults" going in the other night. Come join Nightfall Productions as we look forward to a summer of fun and games. After all what could possibly happen in a town over a Hellmouth without a slayer in sight?

Nightfall's World of Darkness-"Oh What a Tangled Web We Weave"

System: World of Darkness; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** Nightfall Productions

An open forum has been called by the gangrel, a truce and peaceful discourse, to hear out their concerns and what they intend to do in the coming nights. It will be held the evenings of a large benefit concert to aid in the fight against the now growing AIDS epidemic, thus no one will think about the people coming and going and odd fashion statements. The benefit is to be sponsored by the A-list night spot Dante's Inferno, The Eddington Foundation, the Kevorkov Children's network, and many other charities, as well as Turner Enterprises is providing the space for the event.

North Georgia Games Chaotic Fluidity LARP "Exhibition of the Forbidden"

System: Pulp Adventure; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** North Georgia Games

Join North Georgia Games for "Exposition of the Arcane," a mystery / horror game in the style of classic Hollywood pulp adventure movies. This six-hour event is set in September 1929 during an antiquities auction and lecture. Players portray a wide variety of pre-generated characters from wealthy artifact collectors to underworld gangsters and everything in between. The rule system is simple, straightforward and only one page long!

The Camarilla's Changeling: The Lost "Let Freedom Ring!"

System: Changeling; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** The Camarilla

Since the first Lost escaped their captors, clawing and cutting their way through the Thorns of the Hedge, they have looked for ways to protect themselves from the Gentry. One of the first and surest methods that they learned for doing so was the signing of protective Contracts with the four seasons, a cycle of the Earth which is foreign and confusing to The Others. This was the first step in fighting back against the True Fae.

The Camarilla's Vampire: The Requiem: "Gauging The Winds"

System: Requiem; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** The Camarilla

This weekend a gathering of the Kindred shall be held; a social gathering where Kindred will meet under the fragile peace of Elysium to discuss the history of their Society and the impact of that history upon the present. The gathering has been called a celebration of the greatness of the society of the Damned, woe to those that would dare to disrupt the civil façade. Dragon*Con 2009 is one of the pivotal moments in regional history wherein an individual has the unique opportunity to make a choice that will shape the politics of this region, and beyond, for years to come. Individuals and their interactions will be the focus of this event more than clan specific play or coterie showdowns, though covenant-based role-play will be strong throughout the event.

The Camarilla's World of Darkness (Mortal): "Another Hot Summer Night"

System: Mortal; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 8 AM-Sun Midnight; **Duration:** n/a; **Cost:** n/a; **GameMaster:** The Camarilla

People that you see every day. The people you work with, or spend an hour each morning and afternoon on the city bus with, or fellowship with at your church or civic center. You know them, right? They're decent folk, sure enough. They seem stable enough...normal, little personality quirks, but normal enough to trust to not go postal, you say? What do you really know about them though? Those people in your life...that are around you and your family and your things every day...that you really don't know at all, now that you think about it. Because really, when it comes right down to it, it's what you don't know about people that can kill you.

DIGITAL GAMING

Battlefield 2: 6v6 Conquest

System: Battlefield 2; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 6 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Call of Duty 4 (PC Platform): 4v4 Search and Destroy

System: Call of Duty 4 Multiplayer; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 6 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Call of Duty: Worlds at War 4v4 Team Deathmatch

System: Call of Duty: World at War for the XBOX-360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 10 PM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Cellfactor: Psychokinetic Wars 4v4 Team Deathmatch

System: CellFactor: Psychokinetic Wars; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 1 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Counterstrike: Source 4v4

System: Counterstrike Source by Valve; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 1 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Forza Motorsports 2 4v4

System: Forza Motorsport 2 for the XBOX-360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 9 AM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Gears of War 2 1v1 Variety Maps and Weapons

System: Gears of War 2 for the XBOX-360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 1 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Halo 3 2v2 Tournament (XBOX 360)

System: Halo 3 for the XBOX 360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 6 PM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Halo Wars Doubles

System: Halo Wars for the XBOX-360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 1 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Left 4 Dead 4v4

System: Left 4 Dead (PC); **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 10 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Madden NFL 9 1v1 Single Elimination

System: Madden NFL 9; **Difficulty:** Complex; **Required Experience:** Some; **Sessions:** Sun 6 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Mechwarrior 4: Mercenaries Endurance

System: Mechwarrior 4: Mercenaries; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 9 AM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Rock Band 2 Tournament

System: Rock Band 2; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 6 PM (8); **Duration:** 8 Hr(s); **Cost:** \$5.00

Soulstorm Free for All

System: Warhammer: Dawn of War; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Fri 6 PM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Starcraft: Broodwars 4v4

System: Starcraft Broodwars; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** Fri 1 PM-Fri 5 PM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Street Fighter 4 1v1

System: Street Fighter 4 for the XBOX-360; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 10 PM (4); **Duration:** 4 Hr(s); **Cost:** \$5.00

Team Fortress 2 6v6 (PC)

System: Team Fortress 2; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sat 1 PM; **Duration:** 4 Hr(s); **Cost:** \$5.00

Warcraft 3: Defenders of the Ancients All Stars

System: Warcraft III-Defenders of the Ancients; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** Sun 9 AM; **Duration:** 4 Hr(s); **Cost:** \$5.00

MINIATURES GAMES

15 Knots

System: Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3, 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Moffit

Fire all of your guns at once! This is a straight forward and simple battle designed to get you familiar with my Lego/Megabloks sail ship rules (Sailengine). Both sides start on the same side of the playing field with the wind in their sails and do their best to blast apart and board the other fleet. This event is best for 10 and up and we will get to do several of these battles so don't worry if you are a little late you'll still get to play. I will provide all you need to play.

4th Annual Heroscape Tournament

System: Heroscape; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00

400 point army, 1vs1 maps.

Battletech Bootcamp

System: BattleTech; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 3, 6, 7, 10, 11; **Duration:** 2 Hr(s); **Cost:** Free; **GameMaster:** Roy Carl

Want to learn how to play Battletech? Are you an old player wanting to get back into the game? Then this event is for you.

Battletech Grinder

System: BattleTech; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 2-3; **Duration:** 7 Hr(s); **Cost:** \$3.00; **GameMaster:** Roy Carl

Come by and pick a mech and start blowing stuff up. Bring your own mechs or pick from ones that will be provided. Keep playing until your mech dies and then pick another and keep on playing. Canon mechs only.

Blood in the Sand

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00

Description: The Germans have been beaten back and are on the retreat, but Rommel has decided that this is the place to turn around the battle. The British are cresting the ridge with lots of armor and support. Can they push the back Rommel or will they stall against the German Wall.

54mm Miniatures

Booty Rock

System: Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Moffit

Rumors have been circulating about a treasure horde on an island populated by savages so you loaded up your crew and headed out. Well so did

everyone else. Form alliances, break alliances do whatever it takes to get the treasure back to your ship and escape. This Sailengine game is easy to play but hard to win so come be the captain of a Lego/Megabloks ship and show the rest who rules the seas. I will provide all you need to play.

Bug Control

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00

Starship Troopers / Do you! Want to know more?

The Arachnids with there many forces have control of the planet and its your job to clean it up. Now that you have troops, artillery, and tanks you must not fail!

28mm sci-fi, dice and rulers provided.

Clan Jade Falcon vs Clan Hell's Horses

System: BattleTech; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** 10-11; **Duration:** 7 Hr(s); **Cost:** \$3.00; **GameMaster:** Roy Carl

The Hell's Horses are currently invading the Clan Wolf and Jade Falcon Occupation Zone in an attempt to establish an enclave in the Inner Sphere. Will you fight for the future of your Clan and play as the Hell's Horses or will you play the Jade Falcons to defend what you rightfully took with your blood years ago?

Davion Supply Raid on Draconis Combine

System: BattleTech; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 6-7; **Duration:** 7 Hr(s); **Cost:** \$3.00; **GameMaster:** Roy Carl

The Davions have learned the location of a small Kuritan supply depot. They have orders to locate the supplies and destroy them. Will you play as the Davions or play for the Kuritans and protect the precious supplies? Intermediate Level...some experience preferred

Dead Calm

System: Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Moffit

This Sailengine event has three of the mid d schooners pitted against the massive ghost ship. Can you cheat death one more time or is the bottom of the sea waiting for you? It's hard to resist playing with these Lego/Megabloks ships and it's actually quite thrilling to let loose a broadside. I will provide all you need to play.

Death in the Desert, WW II North Africa

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5, 6; **Duration:** 4 Hr(s); **Cost:** \$3.00

Can Rome's Africa Korp stop the 8th army's Desert Rats. mini scale 54mm. All supplies provided.

Embers of Imperium

System: Quickfire 2-SCI FI MINIATURE COMBAT; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1, 2, 5, 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jonathan Jett-Parmer

Scenario: The dark force of the Emperor is no more, yet the entities he kept in check are now free to work their own will. The former Galactic Empire has been plunged into civil war. A third Death Star has been discovered yet its commander remains neutral pending the outcome of this next battle. You are a critical participant in a battle for civilization. Pilot your Star Fighter well, and live.

Flushed

System: Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Moffit

Sent to the sewers by the evil giant called "sister" this troop of green army men fan out to make a secure perimeter when they are swarmed by a plague of plastic insects. You can choose to play the bugs who are mindlessly trying to kill or the green army men who are desperately trying to survive. This is a great game for the younger crowd or even those of you who have put away your green army men years ago and are looking for some easy simple fun. I will provide all you need to play.

Heroscape Free for All tournament

System: Heroscape; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** 9; **Duration:** 4 Hr(s); **Cost:** \$3.00

4 Player free for all Tournament:

500 points army's.

Hornet's Nest

System: Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00

Ambush Alley -Hornet's Nest

A Regular Squad has captured as POI (Person of Interest) and is attempting to return him to base for processing. While there are apparently few Insurgents in the immediate area, the commotion of the capture has drawn a large crowd of civilian onlookers, many of whom view the POI as a local hero. The mood on the street is tense and it would take very little to ignite the situation.

Iraq Desert Storm

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5; **Duration:** 4 Hr(s); **Cost:** \$3.00

Your small resupply convoy is heading to resupply a nearby town on the front line where fighting has intensified. Can you make it to the town before you are ambushed by the Republican Guard?

MonsterPOCALYPSE Monster Mash! Single Monster Constructed Event!

System: Warmachine; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** 9, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00

Bring your Constructed single Monster force and smash apart Atlanta in this DragonCon Monsterpocalypse Monster Mash! Come and participate in the destruction of the cityscape in this quick and dirty tournament where you fling other monsters into skyscrapers and helpless citizens in Apartment Buildings. Marshal your critters as you secure locations to subvert to your agenda!

This will be an official tournament, so be sure to bring your own monster, units, dice, and at least one map. There will be many prizes, so be sure to be there! There will also be open gaming and demos, so even if you are new or unfamiliar with Monsterpocalypse, come by and get some free minis to play this amazing game!

Prison Break

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00

A US detainee prison compound located somewhere in Somalia is under attack by an organized force of rebels who are attempting to free their comrades. Can the US hold the base in time for reinforcements to arrive or will the rebels successfully free the prisoners?

Pulp Alley / The Case of the Ergonomic Egyptians

System: Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** ; **Duration:** 4 Hr(s); **Cost:** \$3.00

Join Indiana Jones, the Shadow, the Dragon Lady, Dr. Katana, Fu Man-Chu and a host of others in this pulp fisted action adventure game as they travel to the lost city of Hamanaptra somewhere in Egypt to find the secret of the Ergonomic Egyptians. Will the heroes find the secret before the villains do or will another danger force the unlikely groups to ally against the odds? Presented by: The Ambush Alley Games demo team.

Star Wars Demonstration

System: Star Wars Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 9; **Duration:** 4 Hr(s); **Cost:** Free; **GameMaster:** Chuck Chauvin

Free demonstration for all players.

Star Wars Miniatures 150 Point Constructed

System: Star Wars Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 11, 14; **Duration:** 4 Hr(s); **Cost:** \$6.00; **GameMaster:** Chuck Chauvin

150 point constructed tournament. The latest DCI floor rules for Star Wars Miniatures can be found at www.wizards.com/dci/downloads/SWM_FLR_1Jul09_EN.pdf. Tickets for all Star Wars Miniatures events will be available at the events.

Star Wars Miniatures 200 Point Constructed

System: Star Wars Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3, 6; **Duration:** 4 Hr(s); **Cost:** \$6.00; **GameMaster:** Chuck Chauvin

250 point constructed tournament. Tickets for all Star Wars Miniatures events will be available at the events.

Star Wars Miniatures DragonCon Jedi Trials

System: Star Wars Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 7; **Duration:** n/a; **Cost:** \$10.00; **GameMaster:** Chuck Chauvin

Tickets for all Star Wars Miniatures events will be available at the events.

Star Wars Miniatures Dynamic Duo Tournament

System: Star Wars Miniatures; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5, 8, 10, 12, 13; **Duration:** n/a; **Cost:** \$6.00; **GameMaster:** Chuck Chauvin

100 points. Tickets for all Star Wars Miniatures events will be available at the events.

Stargate mission XP92501

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3, 7; **Duration:** 4 Hr(s); **Cost:** \$3.00

You are the best Stargate Command has available and it is your mission to recover an Ancient Technology before the Goa'uld and there Jaffa can stop you. Its your turn to save the planet.

Starship Troopers

System: Shockforce/Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 2; **Duration:** 4 Hr(s); **Cost:** \$3.00

The Mobile Infantry is an elite fighting force of the Terran Federation. But those bugs are big, so bring along the nukes where gonna need them. mini scale 28mm. All supplies provided.

The Path Home

System: Warengine; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Moffit

Cursing the giant called "sister" the green army men send out scouting parties to find the route out of the sewer. What other horrors await and will the green army men be able to escape. You will have the option of playing with the green army men or being on the horrors side. I will provide all you need to play.

Warhammer 40K 1000 Point Bring and Battle

System: Warhammer 40K; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 1; **Duration:** 25 Hr(s); **Cost:** \$3.00

Bring 1000 points and roll some dice against old friends or new. Each session will provide terrain, judging and an opportunity to get some quick 40K in between Dragoncon events. Players should bring copies of their army lists, any rules, dice, templates and miniatures. Really. Don't forget your miniatures. It ain't a card game. If you don't bring your minis, you'll find it hard to play.

Warhammer 40K 1000 Point Bring and Battle

System: Warhammer 40K; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 1, 2, 3, 4, 5; **Duration:** 20 Hr(s); **Cost:** \$3.00

Bring 1000 points and roll some dice against old friends or new. Each session will provide terrain, judging and an opportunity to get some quick 40K in between Dragoncon events. Players should bring copies of their army lists, any rules, dice, templates and miniatures. Really. Don't forget your minis, you'll find it hard to play (and we only mention it because it's actually come up before).

Warhammer 40K 500 Point Bring and Battle

System: Warhammer 40K; **Difficulty:** Basic; **Required Experience:** Extensive; **Sessions:** 1, 2, 3, 4, 5; **Duration:** 20 Hr(s); **Cost:** \$3.00

Bring 500 points and roll some dice against old friends or new. Each session will provide terrain, judging and an opportunity to get some quick 40K in between Dragoncon events. Players should bring copies of their army lists, any rules, dice, templates and miniatures. Really. Don't forget your minis, you'll find it hard to play (and we only mention it because it's actually come up before)

Warhammer 40K 500 Point Bring and Battle

System: Warhammer 40K; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 1, 2, 3, 4, 5; **Duration:** 20 Hr(s); **Cost:** \$3.00

Bring 500 points and roll some dice against old friends or new. Each session will provide terrain, judging and an opportunity to get some quick 40K in between Dragoncon events. Players should

bring copies of their army lists, any rules, dice, templates and miniatures. Really. Don't forget your minis, you'll find it hard to play (and we only mention it because it's actually come up before)

WarMachine and Hordes Mixed SteamRoller 4 @ 500 Points!

System: Warmachine; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** 5, 6; **Duration:** 6 Hr(s); **Cost:** \$3.00

Do you have the metal to throw down at the lair of the Dragons? Come to the Official WarMachine and Hordes Steam Roller Tournament from 10am to 4pm. There will be official Privateer Press medals and the winner will receive official Gold Cards for their winning army list!

WarMachine/Hordes Mangled Metal Mayhem! 350 Point Tourney!

System: Warmachine; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** 1, 2; **Duration:** 4 Hr(s); **Cost:** \$3.00

Do you have what it takes to dominate the Iron Kingdoms? If so, bring a battlegroup -warpack at 350 points to show us what you have! You are to bring only one army list.

To win, you need to either assassinate your opponent's warcaster or warlock, or destroy all opposing warjacks or warbeasts. So, do you have the metal to be the best?

WizKids HeroClix

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5-6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

1000 points, Colossals and all sets welcome.

WizKids HeroClix II

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6-7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

300 points, Only sets post Avengers and Legions of Superheroes Starter (Character Card sets)

WizKids HeroClix III

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 9-10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

Bring a 6 figure team with no point limits. One figure from each of the following point ranges: 1- up to 25 points; 2-26 to 50 points; 3-51-100 points; 4-101-150 points; 5-151-200 points; 6-200+ points.

WizKids HeroClix IV

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 10-11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

500 points, no Colossals, all sets are legal.

WizKids HeroClix Marvel vs. DC

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

Team must be made of figures from one universe. Teams must include at least three figures. All sets are legal.

WizKids HeroClix V

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 13-14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

200 points, all sets are legal.

WizKids HorrorClix

System: HorrorClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5-6, 9-10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

Session 5/6, 10am-2pm, 300 points.

Session 9/10, 10am-2pm, 400 points

WizKids Mage Knight 2.0

System: Mage Knight; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5-6, 9-10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

10am Start, Session 5; 10am Start, Session 9.

WizKids MechWarrior

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2-3, 6-7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

Unrestricted; Session 2/3, 3pm-7pm, 450 points; Session 6/7, 3pm-7pm, 600 points.

WizKids Pirates

System: HeroClix; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3, 6-7, 10-11, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Steve McFarland

Unrestricted; Session 3, 60 points; Session 6/7 3pm-7pm, 40 points; Session 10/11, 3pm-7pm, 60 points; Session 13/14, 11am-3pm, 40 points.

WW II Mediterranean Sea Battle

System: Victory at Sea; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3, 7, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00

Battle for the Med, Italy-VS-Great Britan, Who will own the Sea. mini scale 1/1600. All supplies provided.

WWII Mediterranean Sea battle

System: Victory at Sea; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 9, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00

Battle for the Med, Italy VS Great Britan Who will own the Sea. This is the smaller scale game for beginners who want to get ready for the large VAS games, Im running this weekend.

ROLE-PLAYING GAMES (NON-CAMPAIGN)

13 miles of Bad Kansas

System: Call of Cthulhu d100; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 1, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Randy Billings

Its 1929 and Route 66 is up and running. Finally there is a safe and efficient route all the way from Chicago to Hollywood. Route 66 passes through Kansas, but only for thirteen miles. For a group of travelers, it will be the longest, maybe the final, thirteen miles of their lives.

A Book's Cover-A D-Team Mission

System: D&D Version 3.5; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 3, 4, 7, 9, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tommy Geddings

You are the D-Team, an odd collection of adventurers but it works. How else could a Goliath Rogue, Half-Orc Soccerer, Halfling Warrior, Warforged Favored Soul, Gnome Ranger and Kobold Warlock all get adventure time? Their motto is, you tried the best, now try the rest.

A Legend All Your Own

System: Savage Worlds; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sean Fannon

Join Sean Patrick Fannon, creator of the Origins Award Nominated *Shaintar: Immortal Legends*, as he runs an adventure scenario that will be crafted on the spot for you and your fellow players. Using the Modular Adventure Creation System (MACS) developed specially for Shaintar, he will create a scenario right before your eyes, and you will have a story all your own, never played by anyone else.

Age of Enlightenment: The Phantoms

System: Mutants and Masterminds; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sean Knapp

As members of the Venice based secret society Phantom in the early 16th century, it is your task to recover dangerous artifacts from their unknowing owners. Tonight is your first mission as a reunited team after treason tore the society apart, a dangerous heist in the midst of a masked ball... and one of the guests may be your nemesis.

Ancient Secrets

System: Amber Diceless RPG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 7-8; **Duration:** 6 Hr(s); **Cost:** \$3.00; **GameMaster:** Scott Acker

Continuing Campaign. If interested email the GM at saintandsinner.jmj@gmail.com

Another Day at Camp

System: Battlelords of the 23rd Century; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 6, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Clayton Butler

The year of Reckoning is 2279. Take the role of a member of a fresh squad of mercenaries working for one of the biggest corporations in the known universe and meet fate head on. Boot camp has been invaded, can you help save the day or will you let your company down and lose your job. All books will be provided. Rule book swill handed out as a prize to the best role-player.

Area 1851

System: Cortex System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 2, 6, 7, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Mark Manlapas

It's Cowboys vs. Aliens in the Weird Wild West. 5 years ago, the assembled societies of the galaxy decided that Earth would be an excellent prison planet, and dumped a few thousand convicts on Us. Two days later, Earth declared war on the rest of the galaxy. Today, it is 1851. Humanity still ain't got the knack of space travel. But a misfit band of renegades, scoundrels, quacks, and scum are going to solve that problem once and for all... if they don't kill each other first.

Armor Soldier!

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Kevin Pezzano

The mecha pilots of the EuroRussian Union are used to turning captured technology against their enemies in the Asian Federation. It's no surprise that when they discover a massive creature inside a wrecked alien starship, they find a way to bring it and its incredible powers under control. But when its alien masters come searching for their lost ship, will humanity put aside its own wars long enough to face them?

As Darkness Falls

System: Battletear Galactica RPG; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 4; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Peter Ruocco

The day after Armistice Day, the 2nd Marine Air & Space Assault Wing is scheduled to engage in exercises on Picon. However, the Cylons have different plans. Can your team make it out alive?

Avengers: 1863

System: TSR's Classic Marvel; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** 1, 2, 6, 7, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** David Kennedy

It is 1863 and the War Between the States rages on into its third bloody year. The new Confederate President, Erasmus Kang launches a sinister new offensive. From out of the South, a rampaging, unstoppable gray monster moves toward Washington. The papers have described it as "An Incredible Hulk." President Lincoln turns to Furious Nick Pinkerton His mission: To gather a team of the most exceptional, resourceful and brave to stop the "Hulk" before he can reach Washington and sunder the Union forever.

Beneath a Metal Sky

System: Dread; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

Your crew found a seemingly-abandoned space hulk, docked, and began exploring. Now your ship is missing, and that's not the worst of your problems. Come play the award-winning dice less, numberless horror game.

Beneath the Mask

System: Dread; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 7, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

It was supposed to be a relaxing weekend at your friend's cabin. Then the power went out, and some psycho in a hockey mask attacked. Now two people are dead, and your host is a gibbering wreck. Can you make it through to morning? Come play the award-winning dice less, numberless horror game.

Best of the Best 2: No Holds Barred

System: Shadowrun 4th Edition; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

Again, a team of Prime Runners is being assembled to take down one of their own. No shadows necessary, this is a public execution against a Runner who has gone too far and finally drawn down the full wrath of the corps. Build a Prime Runner, make enough to retire in style, and get to feel what happens when the corps have finally had enough! Bring your own character

Children of the Blood

System: Amber Diceless RPG; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 11-12; **Duration:** 6 Hr(s); **Cost:** \$3.00; **GameMaster:** Scott Acker

Continuing Campaign. If interested email the GM at saintandsinner.jmj@gmail.com

Choppy Waters

System: Shadowrun 4th Edition; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

You've been hired to escort a researcher for his new employer. Fairly standard stuff, well now add about 187 quintillion gallons of water and now it gets interesting. Recommended for advanced teams, bring your own character.

Circus Maximus III

System: D&D Version 3.5; **Difficulty:** Detailed; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** J. Kip Campbell

Does high speed driving excite you? Have you ever wished to kill the person in front of you? Do you have utter disregard for the vehicles around you? If the answers are yes then you might have what it takes to beat your fellow gladiators in a no-holds-barred chariot race.

Continuum Fracture

System: Mutants and Masterminds; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 2, 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Alex Smith

Today is the funeral of Sgt. Gordon "Gordie" Jonas, the last of the WWII era commando heroes known as the Hard Corps. Attending the funeral are the only surviving heroes of that time:

Dead City

System: Dread; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

You were going about your business in a teeming corner supermarket, when there was a scream, and a bright white light. Now you and your companions are eerily alone in the depopulated aisles. What happened here? Come play the award-winning diceless, numberless horror game.

Dead Mans Hand

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

You've been hired to grab a box out of a vault and take it to an associate of your Johnson's. Something just doesn't feel quite real about the whole thing. But hey, its just a box, right? Just gotta grab and go. A run for beginning to advanced teams, bring your own characters

Death at Sea

System: D20 Swashbuckling Adventures / 7th Sea's R&K; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 5, 6, 9, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sam Levine

A war has ended and now the great warship Rage of North Wind is now able to return home to Avalon. You as the officers of this, the largest ship to ever come from the north must navigate back though the waters of the Church. During the war several of magic nature were collected and even added to the group of leaders. To sail around Castille and it hunting ships will be no easy task. The one hope is that those you have with you can defend the ship from these fanatics and reach a safe port in Montaigne for repairs. The treasures from the Crescent Empire, must make it home to Carleon if Avalon has a chance to recover from this last war.

Delta Green—Night Shift

System: Call of Cthulhu d100; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Payton

"A" Cell has assigned your team to protect a vital site in the interests of national security. The largest indoor retail facility in North America. It has been a

long and brutal uphill battle protecting the innocent and unwary from the predators of society but so far it has been completely mundane. Your tactical response team trains with the best gear money can buy, but to what end? Tonight you'll find out... Featuring new rules for combat from the upcoming source book *Targets of Opportunity*. Pregenerated characters and all supplies are provided. After the game each player gets a \$5 coupon for Arc Dream Publishing games.

Delta Green—Night Shift

System: Call of Cthulhu d100; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 12 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Payton

(See previous listing for details.) Tonight you'll find out...Featuring new rules for combat from the upcoming sourcebook *Delta Green: Targets of Opportunity*. Pre-generated characters and all supplies are provided. After the game each player gets a \$5 coupon for Arc Dream Publishing games.

Location: Hilton Room 202 (it's the main Science Track room during the day).

Doin' It Old School: Chateau d' Amberville Session #1

System: Basic D&D; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 3.5 Hr(s); **Cost:** \$3.00; **GameMaster:** Anthony Hurd and James Calloway Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly, lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

Doin' It Old School: Chateau d' Amberville Session #2

System: Basic D&D; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 11; **Duration:** 3.5 Hr(s); **Cost:** \$3.00; **GameMaster:** Anthony Hurd and James Calloway

Trapped in the mysterious Castle Amber, you find yourselves cut off from the world you know. The castle is fraught with peril. Members of the strange Amber family, some insane, some merely deadly, lurk around every corner. Somewhere in the castle is the key to your escape, but can you survive long enough to find it?

Dragonlance "Defenders of the Eggs"

System: D&D Version 3.5; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 13, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sam Levine

Marshal of the Rose, Dagarin Thornshadows and his Knights of the north borderlands are failing at defending a clutch of dragon eggs. They have sent out a call to hero's that have worked with members of the order in years past. This gathered group must hold back the line, till the reinforcement from the south can close in and slaughter the Draconians attacking.

Enter the Pygmy Dragon VIII: No Time for Trivia

System: D&D Version 3.5; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 5, 6, 7, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Ditto

Beyond Eastwood Gorge, across the Bridge of Doom, lies the City-State of the Three Roads—"Trivia" in the Old Tongue. It is the commercial center of the Newt Realms and the only place that non-Newts can buy the transcendental Three-Spice. Three-Spice also happens to be the key ingredient to the

Grand Master's favorite dish, Copybara Triple Curry (Yum!), which is why Temple Masters have sent you, Squad Eight (Monks-In-Training), on a "secret" mission to fetch some Three-Spice from Trivia for the Grand Master's Surprise Birthday Party Feast.

Fallout: Lyons, Raiders and Bears (Yao Guai)!

System: Cortex System; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1, 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Ditto

You're a member of the East Coast Expendables, veterans of the Capital Wasteland. Technically, you're a part of Team Echo of Paul Revere's Raiders, a Mercenary Company based out of the Commonwealth. However, everyone in the Wasteland knows you as an Expendable. But with a team Motto of—"No job too rough. No target too tough. Caps? Never enough!"—What did you expect?

Games on Demand

System: Various indie and small press games; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2 (2:30pm), 6 (2:30pm); **Duration:** 2.5 Hr(s); **Cost:** \$3.00; **GameMaster:** Several

Numerous indie/small press games will be available for anyone interested. Sign up for games with the table custodians and play a new game immediately. Availability of particular games will be determined by the table custodians and the available game masters. Generic tickets only.

Garage Band-Prom Nightmare

System: Original Game System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tobes Hubbard

Garage Band returns for its fifth year at Dragon*Con! Welcome to Monsterville, where everyone isn't exactly average. Supernaturals attend high school

alongside normal kids, and next to the stress of getting the right grades, making the basketball team, and finding out exactly what's in "meatloaf surprise," dealing with classmates who are vampires and werewolves, witches and zombies is cake.

Ghostbusters 1884: The Case of the Soapstone Statue

System: Spirit of the Century; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 6, 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Michael Thompson

One hundred years before Gozer threatened the Big Apple with destruction, a shadow falls across London. In a race against time, the members of an elite social club are faced with unraveling a series of strange occurrences before it's too late.

God Save the King!

System: AD&D 1st Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3, 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** James Gill

During his journey home from the 3rd Crusade, King Richard the Lionhearted found himself imprisoned by Heinrich VI, the Holy Roman Emperor. In order to finance his campaign in Italy, Heinrich VI demanded a ransom of 150,000 silver marks to secure the King's release. To save her son from the unfriendly confines of Trifels Castle, the Holy Roman Empire's seat of power, and her son's kingdom from financial ruin, Eleanor of Aquitaine has secretly assembled a small band of knights, loyal subjects, and ambitious men. Their mission: Save the King!

Graveyard Shifters

System: Mutants and Masterminds; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 6, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Stephen Thompson

Enter a dark take on Shadowrun-style cyberpunk where the world is controlled by corrupt theocratic states, all vying for control in a high-tech war for belief, souls and the almighty dollar—a war they fight in the shadows employing the very creatures they were organized to defend humanity against.

Heart of Darkness

System: Dark Heresy; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sean Knapp

Inquisitor Rondo, your former master, has fallen from grace and as his Acolytes you are under suspicion of heresy as well. Only one hope remains, apprehend the traitor before the machinery of the inquisition springs to life or face a fate worse than death. Characters provided and rules taught.

I, Golem

System: D&D 3d Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Kim Rogers

The PC's have been summoned to the Shylock's tower, a reclusive but powerful wizard. A clay golem stands guard over him throughout the night. This morning, when the wards were off, Shylock did not come out of his room. Fearing his master might be ill, the oldest apprentice went to check on him. He found his master Shylock dead. Surely, with such powerful wards, no one could have gotten into the room. Is it possible that the Clay Golem turned on its master? Or has someone else figured out a way through Shylock's elaborate security system in order to murder him?

Incense and Dodgeball

System: ADGNPSEF555; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

Advanced Dimensional Green Ninja Educational Preparatory Super-Elementary Fortress 555! Experience the best cartoon that ever was or ever will be with classmates who are monster trainers, scientists, and more in an anime-themed cross-dimensional grade school. Dice, candy, and crayons provided.

Into the Nexus

System: D&D Version 3.5; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 4, 7, 8, 11, 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Joshua Conboy

This is an adventure based on Margaret Weis and Tracey Hickmans Death Gate Cycle. You will be a member of a group profiting off of the burgeoning war between the humans and elves. Meanwhile dealing with the resurfacing of an ancient enemy, the Patryns.

Just One More Thing...

System: Paranoia; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 3, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Adam Coker

Attention Citizen! Alpha Complex is under attack! Your Friend Computer needs the talents of the elite Troubleshooters! However, you will have to do...

Commie mutant traitors have caused a disruption in the peaceful L4M3 Sector in the Research Facility B4R-N0N3! You must go and stop this disruption before further disruptions occur! Go now and remember... the only good Commie mutant traitor is a dead Commie mutant traitor!

Lights in the Darkness

System: Star Wars d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Kaler

In the days of the Old Republic, with the Dark Wars in full swing a team of Jedi and other good force users is sent to eliminate a Sith Academy and destroy it's dark master.(characters provided) (Uses Star Wars Saga Edition Rules)

Locked in History

System: Little Fears; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Maggie-Marie Thies

Tonight at sunset a special event is taking place for gifted children (ages 7-11) from all over the area. Prescott Museum is pleased to offer a preview to the best and brightest before we open to the public. We want you to be there. There will be a pizza party followed by a scavenger hunt and then a camp out in dinosaur land. Bring your sleeping bag, pillow, and your coolest pajamas! Prizes will be awarded during breakfast. Pick up will begin at 8 AM tomorrow.

Loki's Wager

System: Stargate SG1 d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 13; **Duration:** 3.75 Hr(s); **Cost:** \$3.00; **GameMaster:** Peter Ruocco

SG-23 is sent on a mission to rescue some Asgard when sabotage lands them in the southwestern United States in the summer of 1947. Materials provided. Rules taught. Newcomers welcome.

Long Live The King

System: Mutants and Masterminds; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 7, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Randy Billings

The Sovereign, the undisputed Lord of Crime of Iron Horse City, is dead. Now, on the night of his execution, the city erupts into chaos as every crime boss comes crawling out of the woodwork to claim Sovereign's crown. Literally. The Sovereign's powers and, indeed, all of his memories, are housed in the artifact he wore on his brow. Everyone wants it, You heroes have to get it to the Federal Building. There are other interests; the mystical community wants to seal it away, and the Company of Heroes believes that they can safeguard it. Who gets it is secondary to keeping it away from those that want it for personal wealth and power. And the city is crying in agony.

Mask by Day, Frock by Night

System: Mutants and Masterminds; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Stephen Thompson

If you've ever wondered what would happen if Josie were a drag queen and the Pussycats were an assortment of super-powered LGBT heroes who'd have been at home in Mystery Men, look no farther! Ryan's father always told him that a band needed a gimmick, but having his straight-but-not narrow son put on high heels and a neon green wig to form the LGBT "Raynie Daye and the Rainbow Riot" at an underground mutant mixer probably wasn't what he had in mind. Join with Ryan (aka Raynie Daye), Torchsong, Fiddler and the rest of the crew at their debut performance at Athens' annual Boybutante ball where events will force these unlikely misfits to out themselves all over again—as heroes!

Mystery Egg

System: Reality A; **Difficulty:** Detailed; **Required Experience:** None; **Sessions:** 3, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Herbie Hicks

Reality A is a brand-new game system, revolving around an alternate reality of the world we live in today. Your group has found a peculiar spherical object—maybe an egg? But eggs aren't usually that shade of red... This adventure will take you through some of the basics of this new world as you unlock the mysteries of your discovery. Bring dice and your imagination, and prepare to experience Reality A!

Old Skool AD&D

System: AD&D 1st Edition; **Difficulty:** Easy; **Required Experience:** Some; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Squire Tuck

Remember how to play first edition AD&D? Neither do I. But that's not going to stop me from running a classic, old skool AD&D module. I'll be reading boxed texts, rolling phat, phat dice and generally throwing down in a way that will make your chaotic neutral elven fighter/magic-user/thief swoon. So, sharpen your blades, gird up your loins, and prepare for some major skullduggery. Bring a 1st edition character easily scalable from 1st to 9th level or suffer the effects of pre-gens. A random (but classic) module will be chosen before your very eyes, equipment will be handed out and we will begin our merry adventure.

Operation TORCH

System: Godlike; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Allan Goodall

November 1942: The Allies are landing on North Africa! Every sign indicates that this landing ought to go smoothly as long as French forces don't put up a fight—and as long as there are no German Talents around...

Order 66: Escape from the Jedi Temple

System: Star Wars d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Kaler

The Jedi purge has begun and you and your fellow Jedi are trapped in the Jedi Temple on Coruscant. Now you must try to escape before the Chancellor's men can kill you. (characters provided) (Uses Star Wars Saga Edition Rules.)

Prisoner Break

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

Not only did some poor slob get arrested, he also angered someone with nuyen to burn and a taste for a dish of ice cold revenge. The bad news is the slob's death must look accidental and prison-like. Course, that makes sense since he's currently in prison. The good news is that the prison is out in the boondocks, so we're not talking about a full-frontal on a maximum security installation. Characters available, players welcome to bring your own.

Prom Nightmare

System: Geiger Counter; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Maggie-Marie Thies

Welcome to Monsterville, where everyone isn't exactly average. Supernaturals attend high school alongside us normal kids, and on the night of our quintessential high school experience—the prom—our differences are what unite us. Unfortunately, classmates who are vampires and werewolves, witches and zombies are the least of our worries: something dark and sinister is stalking us from the shadows. Who or what is it? Can we escape before it's too late? Am I really going to die a virgin?

Ready, Aim, Color!

System: ADGNPESEF555; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

Advanced Dimensional Green Ninja Educational Preparatory Super-Elementary Fortress 555! Experience the best cartoon that ever was or ever will be with classmates who are monster trainers, scientists, and more in an anime-themed cross-dimensional grade school! Dice, candy, and crayons provided.

Save The Republic!

System: Star Wars d20; **Difficulty:** Complex; **Required Experience:** Extensive; **Sessions:** 3, 5, 6, 9, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Simmerman

A long time ago, in a galaxy far, far away...the Republic is in turmoil as the Clone Wars have begun. The CIS has grown larger and stronger by taking over parts of the Republic. The Jedi Council has summoned you and your allies to stop a plot to ransack the ruins of the Jedi Academies upon the devastated world of Ossus. You're to stop the CIS and recover any Jedi or Sith artifacts.

Secrets of the North-Dunedain Rangers

System: Mouse Guard ; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Scott Acker

You are the Dunedain Rangers, sworn defenders of the Realms and personal envoys of King Elessar. A new danger has cut off contact with your people in the struggling Northern Realm of Arnor. At the same time new incursions from the edges of Ithilien have stretched Gondor's Rangers dangerously thin. The King has sent you to restore contact, discover the cause of the problems and, if possible, resolve the situation.

Snow Blind in Siberia

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 4; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

Something mysterious has happened, and it's your team's job to find out what it is. Travel to exciting new lands, meet interesting people, and find out if your trip, and more importantly your life, is truly worth the sake of discovery. Characters available, players welcome to bring your own.

Song of Silence

System: Fractured Kingdom; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 3, 4; **Duration:** 3.5 Hr(s); **Cost:** \$3.00; **GameMaster:** Dave Silva

The world has grown cold under the ashes of the Great War. Divided across political, industrial and religious lines, even the fabric of the world has begun to unravel. Through dreams or a gateway you have experienced one of four Outer Realms: the Dark, the Grave, the Slumber or the Verdant.

Known as Lucids, you call upon the forces of your Realm. Trapped within mysteries and hidden truths, you have not stumbled into some plot. You are the conspiracy. Take the reins as a member of the Outsiders, a coven of Lucids who refuse to bow to anyone.

Speculum

System: Stargate SG1 d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 8; **Duration:** 3.75 Hr(s); **Cost:** \$3.00; **GameMaster:** Peter Ruocco

SG-16 is sent offworld to study a Goa'uld weapon Baal intends to use against Earth. Materials provided. Rules taught. Newcomers welcome.

SRM03-03 Burning Bridges

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

The voice on the other end of the comm sounds desperate. The kind that pays well. Then he asked, "How much do you know about demolitions?"

SRM03-04 Monkeywrench

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 4, 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

A little milk run like this should be no problem. Though, it sounds like you don't get much time. Non-lethal rounds and no legal complications makes these "security consultant" gigs the best in the Big Apple.

SRM03-05 In and Out

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 7, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

A stool pigeon is ready to name names. Mr. Johnson wants to make sure they're the right names. He needs you to break into the NYPD Inc. holding facility and deliver a message.

SRM03-06

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1, 6, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

SRM03-07

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 2, 5, 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

SRM03-08

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3, 8, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

SRM03-09

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 7, 9, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

SRM03-10

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 8, 11, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

Steam City Saga-Forces Beyond Nature

System: Geiger Counter; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tobes Hubbard

A marvelous locomotive carrying passengers and precious cargo, half-derailed in a rainstorm and damaged past the point of repair, is hurtling towards Steam City at impossible speeds with no conceivable way to stop. Of the steam geniuses aboard, most are injured and the rest are separated from their contraptions, powerless to halt the train's racing engine. Can the rest of the passengers keep their wits long enough to survive the perils ahead, discover the cause of the accident, and ultimately guide their vessel safely home?

Steam City Saga-No More Steamcops

System: Ingenious; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tobes Hubbard

It all came down suddenly, too suddenly. Politics, industry, life always whizzes by so quickly in Steam City, like the cogs of the machines it's built on. The pressure is always in check and there are plenty of engineers to oversee the gauges. But then this. In just a day, maybe two, a whole lot of evidence surfaced. Fierce arguments behind closed doors, accusations of betrayal, rallying cries for justice and restitution—retribution

Steam City Saga-Operation I.C.E.

System: Cold City; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Arnold Cassell

All of the major powers around Steam City have watched in envy, in fear, in admiration, as Steam City accomplished so much. But now, in it's moment of weakness, they have all seen an opportunity. You are a force of specialists from those sovereign powers, sent in to help if you can, but you all have secrets, agendas, reasons not to trust one another. Where do your priorities lie?

Steam City Saga-Soldiers of the Steam City Underground

System: Dogs in the Vineyard; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Arnold Cassell

Runnin' gin and keeping the Associates in line is a full time job, but as mafia Soldiers, you do what you're told. Most of you can still vividly remember your initiation into the family business, but fresh as you are, the Capo is ready to trust you with an important

assignment. A made man in the organization is temporarily geographically challenged, and circumstances require his immediate relocation to a more suitable establishment. Get the job done. Just be sure to leave few witnesses, and cover all tracks leading back to the Boss. And remember to keep an eye out for the Steam Cops, capiche?

Saga-Sparkitests

System: Ingenious; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tobes Hubbard

Someone is profiting from all of this disorder. Someone new is gathering resources, guarding them carefully, biding their time. In the aftermath of the biggest disaster in living memory, a new danger is the last thing anyone wants to see grow. Long ago, the maddest men of science made revolutionary changes overnight, too fast for anyone to adapt, too fast for anyone to see where they were going. That's why things work like they do now, and why they ended up this way.

Steam City Saga-We All Fall Down

System: Little Fears; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Tobes Hubbard

The child-engineers of the Undercity all agree: the Overcity must be falling apart, what with all the broken pipes, ruptured valves and, worst of all, the coal lines exploding at random. Any Undercity kid can tell you the stories—the warnings—that if you don't clean your face before you sleep, especially around your eyes, they will take you. If you're lucky, you'll come back in a day or two, walking like a zombie and seeing the Undercity through new, coal-blackened eyes, and you won't remember anything you once were. If you're unlucky, well... that's another story.

Steam City Saga-Will you be my master?

System: MAID; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Arnold Cassell

When the train suddenly accelerated, a few of the cars in back were left behind. Now a group of maids has lost their master! They must find a surrogate, someone to serve while they make their way to Steam City to find their real master. What chaos awaits them? Can they save themselves and their fellow passengers. Why did the train have to break down out here in the country? It's so uncivilized!

Streets of Blood

System: D&D Version 3.5; **Difficulty:** Complex; **Required Experience:** Expert; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** J. Kip Campbell

What would happen if instead of arguing about who gets what treasure, a party decided to fight it out? Every gamer has thought about it at one time or another. After listening to tiresome soliloquies of how awesome your fellow gamers were in last week's campaign you catch yourself wondering, "What if I just killed them all and took the treasure instead?"

Succubus Dreaming, an Urban Fantasy

System: Mutants and Masterminds; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Stephen Thompson

This slightly tongue-in-cheek module pays homage to the urban fantasy settings of characters such as Harry Dresden, Rachel Morgan and Anita Blake. Players will take on the roles of pre-generated characters in Bridgeport, Connecticut including necromancers, wizards, were-tigers and vampires who stay just on the safe side of copyright infringement.

Sucrose Park

System: Monsters and Other Childish Things; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 8 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Payton

Designed as the ultimate daycare center, Sucrose Park looks after hundreds of kids while their parents gamble away their college tuition in nearby casinos. A corporate wonderland of rides, ball pits, arcades and costumed mascots from popular cartoons await. Too bad the owner of the park never wants anyone to leave. Ever. All the neon lights and laser tag arenas can't hide the fact that Sucrose Park is a prison. It's time to break out.

Sucrose Park

System: Monsters and Other Childish Things; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Payton

Designed as the ultimate daycare center, Sucrose Park looks after hundreds of kids while their parents gamble away their college tuition in nearby casinos. A corporate wonderland of rides, ball pits, arcades and costumed mascots from popular cartoons await. All the neon lights and laser tag arenas can't hide the fact that Sucrose Park is a prison. It's time to break out.

Talent Show

System: ADGNPSEF555; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jeffrey Witthauer

Advanced Dimensional Green Ninja Educational Preparatory Super-Elementary Fortress 555! Experience the best cartoon that ever was or ever will be with classmates who are monster trainers, scientists, and more in an anime-themed cross-dimensional grade school. Dice, candy, and crayons provided.

Target: Planet Earth!

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 4 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Allan Goodall

As an alien invader, you must observe the hairless apes and analyze their weaknesses. But it's not easy avoiding nosy neighbors, snooping reporters, and the ominous Persons in Brown. And what's with the weird lights coming from the abandoned bubblegum factory at the edge of town? Target: Planet Earth! A Wild Talents game of alien invasion and futile resistance.

Techno Emporium

System: Original Game System; **Difficulty:** Detailed; **Required Experience:** None; **Sessions:** 5, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Herbie Hicks

Reality A is a brand-new tabletop role-playing system, making its debut for the first time. Come see how the world we live in has changed...for the better?

You've seen posters, out on the streets. Posters and ads, for this new "Techno Emporium" and some weird promotion it's having. "Come to the Techno Emporium, where all your dreams come true!", they say. "Beat our maze and win unbelievable treasures!", they say. So you give in to your curiosity and go check it out...

Terrible Trolls

System: Original Game System; **Difficulty:** Detailed; **Required Experience:** None; **Sessions:** 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Herbie Hicks

Reality A is a brand-new tabletop roleplaying system, making its debut for the first time. Come see how the world we live in has changed...for the

better? Seems like some of the more unpleasant fairy tales are coming to life...you could swear you saw a leprechaun the other day, and there's DEFINITELY a grumpy troll trying to take up residence under the bridge in your neighborhood. In fact, he's been making some pretty unreasonable demands, like this territory belongs to him, or something. Are you going to just sit by and let him take over?

The A-Team: Viva Lost Wages

System: Spirit of the Century; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 5, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Michael Thompson

In 1972, a crack commando unit was sent to prison by a military court for a crime they didn't commit. These men promptly escaped from a maximum security stockade to the Los Angeles underground. Today, still wanted by the government, they survive as soldiers of fortune. If you have a problem, if no one else can help, and if you can find them, maybe you can hire...

The Age of Masks

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ross Payton

You want to be a superhero? No such thing. But you can be a mask, which is why you're here. The difference? Superheroes didn't choose to be what they turned out to be. They made the best with what they had. That's why they died off. Masks want to be masks. Need to be. Being a mask is the greatest high known to man. The governments passed those crackdown laws, but the call of the mask is still strong. Strong enough to call you.

The Black Devils Brigade

System: Godlike; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 7, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Allan Goodall

December, 1943: Elements of two divisions failed to wrest Hill 960 from the Germans. In their first real combat mission, the job of taking Monte la Difensa now falls to the joint American-Canadian First Special Service Force. Can this elite unit—spearheaded by the men of the Talent Section—do the impossible and succeed where so many others have failed?

The Castle Heterodyne

System: Geiger Counter; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Maggie-Marie Thies

Whatever you did to get on the Baron's bad side, it must've been pretty bad. Now you're locked away in the jewel of Mechanicsburg: the Castle Heterodyne. All the majesty and wonder that tourists get from this place is pretty much lost on you, seeing as how it's not just your prison, it's a freakin' deathtrap! Can you survive long enough to find a way out, or will you have to pay your debt to society with your life? Gleefully stolen from... er, inspired by Girl Genius, the work of Phil and Kaja Foglio.

The Cheese Grinder VII: A New Beginning

System: D&D 4.0; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** 1, 2, 3, 4, 5, 6, 7, 8, 11; **Duration:** 48 Hr(s); **Cost:** \$3.00; **GameMaster:** Various

The Cheese Grinder returns with a new twist for DragonCon 2009.

With the destruction of Draziv's Cheese Wheel of Power, and Gouda's Staff of Ultimate Cheese the entire space cheese continuum folded in on itself then exploded. A brave new world of cheese was

formed. Now Lokrie Gorganzola is at the helm of The Cheese Grinder. With the help of Huckerous Velveta the new Grinder is set for action. Come and compete in the Cheese Grinder in DND 4th Edition. Create your biggest baddest 9th level character (using our character generation rules), and see how long you can survive in a dungeon of death.

The Curse on Stone Succor

System: Original Game System; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Maggie-Marie Thies

Stone Succor, the village at the foot of the mountains, has long been a place of rest along the route of Western Pilgrimage. Lately, though, travelers have been turned away and traders have been barred from entering. Caravans and seekers have no place to resupply before crossing the mountains, and no one's happy about it. Something stinks in the Unending River, and it's time someone found out what.

The Demitery

System: Heavily Home-brewed World of Darkness Storyteller rules; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** James Noncek

You and several others wake up as guests aboard the HMS Demitery. Discover its secrets before you lose your self and your sanity.

The Devil's in the Details

System: Serenity; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Kaler

So you've pulled some hot loot out of the black at the ship graveyard of Sturges, and now you've got to unload it. But when you stir up the past, the

past can come back to bite you. This adventure continues the story from The Graveyard of Sturges, but participation in the first game is NOT required. (Characters Provided)

The Dreadful Secrets of Candlewick Manor

System: Monsters and Other Childish Things; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 4 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Benjamin Baugh

The Dreadful Secrets of Candlewick Manor sees doleful foundlings with murky pasts in a great, dreary orphanage filled with dangerous truths. Players together face the monstrous dangers of their new home and uncover their own forgotten secrets. Can you learn the truth of your own sad history? And can you make friends with the monster at the bottom of the well? How about the one in the rickety old mill? Or the one in the cave by the sea? Or the one.

The Dreadful Secrets of Candlewick Manor

System: Monsters and Other Childish Things; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Benjamin Baugh

The Dreadful Secrets of Candlewick Manor sees doleful foundlings with murky pasts in a great, dreary orphanage filled with dangerous truths. Players together face the monstrous dangers of their new home and uncover their own forgotten secrets. Can you learn the truth of your own sad history? And can you make friends with the monster at the bottom of the well? How about the one in the rickety old mill? Or the one in the cave by the sea? Or the one...

The Graveyard of Sturges

System: Serenity; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Kaler

The Battle of Sturges was the biggest battle of the Independence War as was fought in the black. Now your crew has been hired to go to the battlefield and "retrieve" some goods lost there. Of course you don't have the salvage rights, but hey...

The Kerberos Club

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 8 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Benjamin Baugh

The Kerberos Club is an adventure of superhero role-playing in Victorian London. When the victims and enthusiasts of magic and bizarre science meet in an infamous club for "the Strange," thrilling action is sure to follow. Malum Necessarium

The Kerberos Club

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Benjamin Baugh

The Kerberos Club is an adventure of superhero roleplaying in Victorian London. When the victims and enthusiasts of magic and bizarre science meet in an infamous club for "the Strange," thrilling action is sure to follow. Malum Necessarium

The League of Samuel L. Jackson: Kicking Glass!

System: Cortex System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Ken Ditto

When the world is being threatened by the machinations of Mr. Glass-One seriously evil, majorly bad, psycho mo-to; there is only one group that is fly enough, sly enough and "I want to be that guy" enough to shut him down: THE LEAGUE OF SAMUEL L. JACKSON!

The Lost Child-Part 1 of 4

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 4; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jonathan Stokes

Lilith: wife, teacher, consort, mother, and perhaps Savior. From her loins, came the first semi-divine beings, the children of Lucifer. Nearly exterminated by the Children of Caine, and have disappeared into the past, these beings may hold the only salvation for the Kindred as Gehena approaches.

The Lost Child-Part 2 of 4

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jonathan Stokes

Lilith: wife, teacher, consort, mother, and perhaps Savior. From her loins, came the first semi-divine beings, the children of Lucifer. Nearly exterminated by the Children of Caine, and have disappeared into the past, these beings may hold the only salvation for the Kindred as Gehena approaches.

The Lost Child-Part 3 of 4

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 8; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jonathan Stokes

Lilith: wife, teacher, consort, mother, and perhaps Savior. From her loins, came the first semi-divine beings, the children of Lucifer. Nearly exterminated by the Children of Caine, and have disappeared into the past, these beings may hold the only salvation for the Kindred as Gehena approaches.

The Lost Child-Part 4 of 4

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Jonathan Stokes

Lilith: wife, teacher, consort, mother, and perhaps Savior. From her loins, came the first semi-divine beings, the children of Lucifer. Nearly exterminated by the Children of Caine, and have disappeared into the past, these beings may hold the only salvation for the Kindred as Gehena approaches.

The Official Sluggy Freelance Roleplaying Game

System: Sluggy Freelance; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3, 6, 10; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** R. Brent Palmer

That's right! Once again, we bring you the RPG based on the rockiest webcomic in the history of, um... Comics on the web! Yeah! Prepare to laugh your hindquarters off, and then reattach them with Sociopathically-Deranged Glue! ('Cause Crazy Glue is for wusses, dammit.)

The Precipice

System: BESM; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3, 8; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Sean Knapp

Star Council Mission Directive for Operation Precipice; establish first contact with canadate world designated Bast 3 for evaluation and possible star council admittance. Taskforce is cautioned, frequent subspace storms have isolated the Bast system, available data is believed obsolete. Approach with caution and remember, your choices can effect the fate of an entire species.

The Prince is Dead!

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 7; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Mark Castricone

Many in the city blame the Sheriff for the Prince's death, because he was the progeny and body guard of the Prince. However he was off consorting with the Tremere the night the Prince was slain. Others blame the Gangrel Primogen he is known to have some sort of dealings with werewolves, if in fact werewolves actually even killed the prince, he was the only witness.

The Way the Cookie Crumbles

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

It was a very simple run, snatch some uncut gems off a boat, deliver them to Lo Fong's Chinese Fortune Cookie Factory, come back in a week to get them 'repackaged' for delivery to the Johnson. Only there's blood on the docks and gunfire inside when you return. If you don't get those gems from Fong, he's not the only one whose going to be in trouble. Characters available, or players are welcome to bring your own.

The Well of Shadows

System: Houses of the Blooded; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 3; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Scott Acker

A dark well has opened at the edge of your Count's lands. Since he is away at the Senate it has fallen to you, his 'trusted' advisors and vassals to resolve this matter before his return. Although deep in Winter, your master is cunning and cruel. No one dares to ignore a threat (or opportunity)... you must learn what the growing shadow represents at all costs.

This Favored Land—Deserters

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Allan Goodall

Superhero roleplaying during the War Between the States! Early spring, 1863. A unique band of superpowered soldiers—half Yankee, half Rebel—desert from their units to hunt a dangerous common enemy in Tennessee's Smokey Mountains. Not long ago they were enemies, but now they must unite in pursuit of justice and vengeance. Pregenerated characters and all supplies are provided.

This Favored Land—Horror at Spangler's Spring

System: Wild Talents; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 12 (midnight); **Duration:** 3 Hr(s); **Cost:** \$3.00; **GameMaster:** Allan Goodall

The Battle of Gettysburg is into its second day, and something terrible is happening to the wounded men near Spangler's Spring. It's up to the PCs to investigate and stop the horror. Superhero roleplaying during the War Between the States.

Timeless Play

System: Little Fears; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Maggie-Marie Thies

After school the gang is meeting at the skating ring to hang out. Someone's mom is picking everyone up and the neighborhood is having a last block party before it gets chilly. The nice old lady down the street isn't well so there will be a tiny detour, but then onto hot dogs and ice cream.

Timeo Danaos

System: Stargate SG1 d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 12; **Duration:** 3.75 Hr(s); **Cost:** \$3.00; **GameMaster:** Peter Ruocco

SG-16 wakes up in the SGC with amnesia and finds the rest of the base personnel similarly afflicted. Is it a foothold situation? And if so, what can a bunch of scientists do about it? Materials provided. Rules taught. Newcomers welcome

Tragedy in Atlanta

System: Mutants and Masterminds; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Alex Smith

Dragon*Con is the biggest show in A-Town and Tower is the biggest Hero. Now the sadistic murderer known as Tragedy plans to create what he calls a "masterpiece of death" and his nemesis Comedy is hard on his heels. Tragedy, however, isn't working alone this time. He has gathered a team of brutal parahuman criminals to cover his back while he works his demented plans and the combined might of all of Atlanta's para-Heroes may not be enough to bring them down.

Under the Radar: An Introduction To Star Wars Saga Edition

System: Star Wars d20; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 1, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Martin Dawson

"Under the Radar" is a short low-level adventure which is intended to introduce new players to Star Wars Saga Edition.

In the midst of the Clone Wars, the Republic is preparing to invade a planet held by the droid armies of the Separatists. To successfully land the invasion force, though, they need a gap in the planet's space defense network. The party, led by a Jedi padawan and transported by a local resistance fighter, is tasked with creating this gap by disabling a critical space defense battery.

Untold

System: Original Game System; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 2, 5, 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Raulston Hunsinger

Untold is a revolutionary new role-playing game (RPG) from Wandering Men Studios designed to combine all the best elements of Role Playing Games (RPG's) and Collectible Card Games (CCG's) but leave out all the crap. The setting is called Splintered Serenity, a collision of three realities: Apoc-Earth with the High-Bred super-soldier and Churl barbarians, the world of the Great Machine, home of the Klik, a Victorian-style vision of artificial intelligence, and Ai, home of the magical chimera race called the L'na. The heroes will be thrown together for a quest into the deep swamps of Lanta of Apoc-Earth.

Viva Lost Vegas

System: Original Game System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 2, 3, 5, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Angela Mahlock

Am. I. Still. Drunk?... In a glassy-eyed daze, you hear the familiar whisper of shuffling cards whirl by. The blaring bells and buzzing of slot machines dance through your awareness, like an early morning alarm clock without a snooze button. Suddenly you awaken. Surrounded by casino security guards, you have no idea how you got here or how long you've been here. If you don't think fast, the beefy Pit Boss breathing down your neck is going to rip you a new one. Will you know when to hold 'em, when to fold 'em? Know when to walk away, and when to run? Ante up to Viva Lost Vegas, the game with a quick, casino game mechanic. You and your associates stumble through the groggy fragments of last night's adventure. After discovering very few memories, slowly your identity recovers while you clean up the aftermath of your ruinous bender. The secret to survivin' is knowin' what to throw away and what to keep. 'Cause every hand's a winner and every hand's a loser, and the best that you can hope for is to die in your sleep.

Warhammer 40,000: Kelley's Champions

System: Cortex System; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Adam Coker

The Imperium of Man holds many threats to those who live under the protection of the Emperor. You, members of the illustrious Imperial Guard, Hammer of the Emperor, crewmen of the revered Leman Russ tank, have been given a mission of the utmost importance.

Were gods fear to Tread

System: Exalted; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 9; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** James Noncek

The exalted are gods among men. This is not their story. You will play simple mortals in the world of Exalted, and descend into a unknown tomb to find riches and maybe something you wernt looking for.

WFRP The Wolf Time

System: Warhammer Fantasy Roleplay; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 1, 5; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Alex Smith

Gerhardt Von Stettner is one of the most feared men in the Ostermark. Now he lies wounded, perhaps mortally, and someone has taken the only person he loves in all the Olde World, his daughter. Desperate and scared for the first time in his life Gerhardt calls the one man who may be able to get her back, the dread bandit chieftain known only as The Wolf. Unknown to anyone outside the family The Wolf is actually Wolfgang Von Stettner, Gerhardt's brother, the black sheep of the family who's hatred for his brother is exceeded only by his love for his neice.

What do you do with a drunken treant...

System: d20 Advanced—New 3.5 Edition Variant; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 4, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** R. Brent Palmer

Enjoy D&D, but wish the combat system actually, you know, resembled combat? Or maybe the magic system feels a little too much like game mechanic, and not enough like how it works in stories? Or, maybe you just wish the system were built a little less around hack'n'slashing, and a little more around role-play? Well, 4th Edition will never be what you're looking for.

Whatever the Cost...

System: Vampire: The Masquerade 3rd Edition; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 1, 5, 6, 9, 10; **Duration:** 5 Hr(s); **Cost:** \$3.00; **GameMaster:** Ramon Guillen

The shimmering lights of the fisherman's wharf reflect into the darkness, exposing the silhouette of a solitary figure kneeling at the edge of the damp, sun-damaged wooden planks of Pier 17. In the distant waters of San Francisco's harbor, the island appears undisturbed to the naked eye of man. But this thing kneeling, staring off into the distance is no man. Man is simply a source of sustenance, one that serves itself willingly to the force of his will.

Workin' the Verse

System: Serenity; **Difficulty:** Complex; **Required Experience:** None; **Sessions:** 8; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Saxony Scott

So you want to explore the Serenity verse and have no experience playing this game? No problem, no books required! You'll get your choice of a job as a group, but it's up to you if you get paid.

Wrong Way on a One Way Street

System: Shadowrun 4th Edition; **Difficulty:** Basic; **Required Experience:** None; **Sessions:** 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Shadowrun Demo Team

You've watched it happen before, and sworn it would never be you, but you got caught. You served your time, but the shadows still call you, too bad none of your contacts will. You've got a bad feeling about this, but it's a way back in... Bring your own starting character, or some will be available.

ROLE-PLAYING GAMES (CAMPAIGN)

HoR ST-INT09: Festival of the Arts of Dueling and Magic

System: Heroes of Rokugan; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 10; **Duration:** 4 Hr(s); **Cost:** \$5.00; **GameMaster:** Dragon*Con Staff

Months ago, the Crane and Phoenix Clans agreed to jointly host a pair of tournaments. Since then, the Empire has been rocked by one conflict after another. The tournaments will go forward as planned, but will they be a respite from war, or just another form of battleground? A Sanctioned Interactive Heroes of Rokugan Event. *Please note*, this is a LARP event.

HoR ST54 "Border Conflict"

System: Heroes of Rokugan; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 6, 7, 9, 11, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Dragon*Con Staff

by Adam Thomas-Brashier and Rob Hobart

You have been sent to Lion lands to participate in a religious festival, but troubles erupt between peasants and samurai. Now it is up to you to determine who or what is causing the unrest. (investigation/role-play/possible combat)-Low-Rank

HoR ST55 "Nemesis of Justice"

System: Heroes of Rokugan; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 2, 5, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Dragon*Con Staff

By Stephen Bongner, Andy Budnick, and Rob Hobart; It always seems like you're in the wrong place at the wrong time when this kind of thing happens. (investigation/role-play)-Low/Mid-Rank.

HoR ST56 "Summoned to Justice"

System: Heroes of Rokugan; **Difficulty:** Basic; **Required Experience:** Some; **Sessions:** 3, 7, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Dragon*Con Staff

By Rob Hobart; The Imperial Herald requires your services to deal with gaijin interference in Rokugan's internal affairs. (investigation/role-play)-Mid-Rank.

HoR ST?? "Essence of Toshigoku"

System: Heroes of Rokugan; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 2, 5, 11; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Dragon*Con Staff

Two years ago, the Emperor's twin sons died and their swords were lost to the Tsuno. Now perhaps they can be recovered. An adventure for Mid/High-Rank characters.

HoR ST?? "The Hidden Heart"

System: Heroes of Rokugan; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 6, 9, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Dragon*Con Staff

The Imperial Herald has delved into forbidden and blasphemous secrets, and now he must pay the price. An adventure for all characters.

LFR AGLA 1-4 "Through Twilight Boughs"

System: Living Forgotten Realms; **Difficulty:** Detailed; **Required Experience:** Some; **Sessions:** 2, 5, 7, 9, 11, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Campaign Gaming Staff

The Tome of Twilight Boughs is a legendary book of powerful ancient Yuir rituals protected by cryptic magic. The tome, or a copy of it, has recently been found. A half-elf scholar believes he has decoded

a portion of it and now invites adventurers to help verify the contents. But how exactly does one verify the contents of a book over 2,000 years old? This adventure is the second part of the Tome of Twilight Boughs major quest (which began in AGLA1-1 Lost Temple of the Fey Gods and will conclude in AGLA1-7 Twilight Ambitions). A Living Forgotten Realms adventure set in Aglarond for characters levels 4-7.

LFR AGLA 1-5 "Silver Lining"

System: Living Forgotten Realms; **Difficulty:** Easy; **Required Experience:** None; **Sessions:** 1, 4, 6, 8, 10, 12; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Campaign Gaming Staff

The commander of the Watchwall is looking for adventurers for a special mission into the Tannath Mountains. The Watchwall is always undermined and the commander thinks he may have found some new recruits. But war, like politics, can make for strange bedfellows. A Living Forgotten Realms adventure set in Aglarond for characters levels 1-4. This adventure is the beginning of both the "Invisible Road" and "Circle of Stones" Major Quests.

LFR AKA 1-5 "Shell Game"

System: Living Forgotten Realms; **Difficulty:** Detailed; **Required Experience:** Extensive; **Sessions:** 4, 7, 9, 11, 13, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00; **GameMaster:** Campaign Gaming Staff

A package lands in your hands, and sounds of combat are all around. Whatever is within must reach its destination, and only you can carry it there now. What do you do? A Living Forgotten Realms adventure set in Akanûl for characters levels 7 to 10.

LFR CORE 1-10 "Dancing Shadows"

System: Living Forgotten Realms;
Difficulty: Detailed; **Required Experience:** Some;
Sessions: 3, 6, 8, 10, 12, 14; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

On most occasions, the trip from the ruins of Spellgard back to civilization is reasonably safe. But what happens when the road is more dangerous than expected—especially when shadows bite? A Living Forgotten Realms adventure set in the Fallen Lands for characters levels 4-7. First part of Bane of Shadows trilogy.

LFR CORE 1-4 "Crystal Clear"

System: Living Forgotten Realms; **Difficulty:** Basic;
Required Experience: Some; **Sessions:** 1, 5, 7, 9, 11, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00;
GameMaster: Campaign Gaming Staff

The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right... and the price is always right. But today, the coin of the realm seems to be something other than gold. A Living Forgotten Realms adventure set in Amn for characters levels 4-7.

LFR CORE 1-7 "Sovereign of the Mines"

System: Living Forgotten Realms;
Difficulty: Detailed; **Required Experience:** Extensive; **Sessions:** 3, 6, 8, 10, 12, 14; **Duration:** 4 Hr(s); **Cost:** \$3.00;
GameMaster: Campaign Gaming Staff

By Sean Molley, Someone is interfering with valuable shipments from the mining community of Ioma Town. Production is way down, and the rulers of Amn aren't pleased. The evidence indicates

that it's an inside job... deep inside. Adventurers are needed to go into the mines and find out who (or what) is trying to sabotage the Iomic Crystals. A Living Forgotten Realms adventure set in the Nelanther Isles for characters levels 7-10. It is recommended, but not required, that characters have participated in CORE1-4 Crystal Clear before playing this adventure.

LFR SPEC 1-2 "Zhent's Ancient Shadows"

System: Living Forgotten Realms;
Difficulty: Detailed; **Required Experience:** Extensive; **Sessions:** 2-3, 5-6, 10-11; **Duration:** 8 Hr(s); **Cost:** \$3.00;
GameMaster: Campaign Gaming Staff

Rumors of an ancient artifact, sacred to Shar, have proven all too true. The church of Amaunator has assembled an expedition to return to Zhentil Keep, enter the dangerous twilight-shrouded southern ruins, and destroy the artifact before it can return to its dark mistress. Will you join the followers of the Light on their quest to purge the Shadow? This is a two-round continuous-play Living Forgotten Realms Core Special adventure set in Zhentil Keep for characters levels 7-10. It is recommended, but not required, that characters play SPEC1-1Shades of the Zhentarim before playing this adventure.

LFR TYMA 1-5 "From One Dwarf to Another"

System: Living Forgotten Realms; **Difficulty:** Easy;
Required Experience: None; **Sessions:** 1, 5, 8, 10, 11, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00;
GameMaster: Campaign Gaming Staff

When an annoying dwarf goes missing, nobody in Ruinspoke really cares. Well, nobody except a fellow dwarf, that is. But it takes more than just one dwarf to mount a rescue mission... A Living Forgotten Realms adventure set in Tymnather for characters levels 1-4.

LFR WATE 1-5 "Lost in the Fog"

System: Living Forgotten Realms; **Difficulty:** Easy;
Required Experience: None; **Sessions:** 2, 6, 7, 9, 12, 13; **Duration:** 4 Hr(s); **Cost:** \$3.00;
GameMaster: Campaign Gaming Staff

As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

PFS #23 "Tide of Morning"

System: Paizo's Pathfinder Society Campaign;
Difficulty: Easy; **Required Experience:** None;
Sessions: 1, 5, 8, 10, 11, 13; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By Steven Robert, The Society dispatches you to convince a druid to allow study of his recently discovered lorestone, a magical item that unlocks the mysteries of the ancient Andoren druid circles. When you find him murdered and the lorestone missing, you must race against time to recover the lorestone and stop it from being used against the druids. A Pathfinder Society adventure for character levels 1-5.

PFS #24 "Decline of Glory"

System: Paizo's Pathfinder Society Campaign;
Difficulty: Easy; **Required Experience:** None;
Sessions: 2, 6, 7, 9, 12, 14; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By Tim Hitchcock, When the son of a famous Pathfinder gains control of his father's holdings in Taldor, the Society decides to build a new lodge there to explore the many ruins of Taldor. Unfortunately, the Taldan Phalanx has its eye on the holdings and an ancient curse has turned many of the residents into the walking dead. A Pathfinder Society adventure for character levels 1-7.

PFS #29 "Shipyard Rats"

System: Paizo's Pathfinder Society Campaign;
Difficulty: Easy; **Required Experience:** None;
Sessions: 3, 5, 8, 10, 11, 13; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

by Joshua J. Frost

When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's imperial shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir? A Pathfinder Society adventure for character levels 1-7. Part 1 of the 2 part series The Devil We Know.

PFS #30 "Cassomir's Locker"

System: Paizo's Pathfinder Society Campaign;
Difficulty: Easy; **Required Experience:** None;
Sessions: 4, 6, 7, 9, 12, 14; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By Joshua J. Frost, The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After thwarting a double-cross and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port? A Pathfinder Society adventure for character levels 1-7. Part 2 of the 2 part series The Devil We Know.

WHDP 2-10 "Corruption"

System: Witch Hunter: Dark Providence;
Difficulty: Easy; **Required Experience:** None;
Sessions: 3, 7, 9, 11; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By P. Dennis Waltman, Along the Italian Alps a poison spreads; a pact once sworn has been broken. The pact must be avenged before the oaths can be restored. This is a Tier 1 and Tier 2 event.

WHDP 2-11 "Redemption"

System: Witch Hunter: Dark Providence;
Difficulty: Easy; **Required Experience:** None;
Sessions: 5, 9, 11, 13; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By P. Dennis Waltman, War comes to the Valley, yet the oaths avenged must be restored. That which was stolen must be returned; that which is free must willingly return to captivity. It is recommended that you play WHDP 2-11 "Corruption" prior to playing this event, but it is not required. This is a Tier 1 and Tier 2 event.

WHDP 2-12 "Salvation"

System: Witch Hunter: Dark Providence;
Difficulty: Easy; **Required Experience:** None;
Sessions: 6, 10, 12, 14; **Duration:** 4 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

By P. Dennis Waltman, Death walks the land. The hand that set the stone to roll may be forever severed if the memory of the hunt is keen. Yet without the last tokens of faith, rites and sacrifices might never be the same. Once a player has played Salvation they may not play WHDP 2-11 "Redemption." At least one person who played WHDP 2-10 "Corruption" should be present in order to achieve complete success. This is a Tier 1 and Tier 2 game.

WHDP Aosta Valley Trilogy

System: Witch Hunter: Dark Providence;
Difficulty: Easy; **Required Experience:** None;
Sessions: 2-4, 5-7; **Duration:** 12 Hr(s);
Cost: \$3.00; **GameMaster:** Campaign Gaming Staff

The complete Aosta Valley Trilogy (WHDP 2-10 "Corruption", WHDP 2-11 "Redemption", WHDP 2-12 "Salvation") in one continuous three round event. WHDP 2-10 "Corruption": "Along the Italian Alps a poison spreads; a pact once sworn has been broken. The pact must be avenged before the oaths can be restored." WHDP 2-11 "Redemption": "War comes to the Valley, yet the oaths avenged must be restored. That which was stolen must be returned; that which is free must willingly return to captivity." WHDP 2-12 "Salvation": "Death walks the land. The hand that set the stone to roll may be forever severed if the memory of the hunt is keen. Yet without the last tokens of faith, rites and sacrifices might never be the same." Please note that registering for this event is registering for a 3-round play event and is set in the schedule and priced accordingly. Three games in a row with the same group of players and characters (dice willing) during an interesting month among the Alps. All three games are Tier 1 or Tier 2.

Guests Alphabetical Listing

A

Doktor A

Comics Artist Alley
Fri 4:00 pm (ALT)
Fri 8:30 pm (COMX)
Sat 4:00 pm (COMX)
Sun 4:00 pm (COMX)

Lynn Abbey

Fri 4:00 pm (SFLIT)
Sat 10:00 am (WRIT)
Sat 7:00 pm (MAIN)
Sun 11:30 am (READ)
Sun 4:00 pm (AUTO)

Pete Abrams

Fri 4:00 pm (COMX)
Sat 4:00 pm (MAIN)

D. A. Adams

Sat 1:00 pm (SFLIT)
Sat 8:30 pm (WRIT)
Sun 10:00 am (AUTO)
Mon 10:00 am (YA)

Scott Adsit

Fri 5:30 pm (TOON)
Sat 10:00 pm (MAIN)
Sun 4:00 pm (X)
Sun 7:00 pm (TOON)

Ana Aesthetic

Fri 7:00 pm (ANIME)
Sat 7:00 pm (ANIME)
Sun 5:30 pm (ANIME)

Karen Allen

Walk of Fame
Fri 1:00 pm (MAIN)
Sat 2:30 pm (CLSF)
Sun 1:00 pm (CLSF)

Scott Allie

Sat 2:30 pm (WU)
Sat 4:00 pm (WU)
Sun 11:30 am (DFH)

Sun 1:00 pm (DFH)
Sun 4:00 pm (DFH)

Brent Allison

Sat 5:30 pm (ANIME)

Aaron Allston

Fri 2:30 pm (WWS)
Sat 11:30 am (WWS)
Sat 2:30 pm (WWS)
Sun 1:00 pm (WWS)
Mon 11:30 am (WWS)

Richard L. Altstadt

Sat 11:30 am (SCI)
Sat 4:00 pm (SCI)
Sun 4:00 pm (SPACE)

Lou Anders

Fri 5:30 pm (WRIT)
Sun 10:00 am (WRIT)

Kevin J. Anderson

Fri 2:30 pm (AR)
Fri 4:00 pm (READ)
Sat 11:30 am (AUTO)
Sat 1:00 pm (SW)
Sat 2:30 pm (WRIT)
Sat 5:30 pm (SFLIT)
Sat 7:00 pm (MAIN)
Sun 4:00 pm (DFH)
Sun 5:30 pm (WRIT)
Sun 8:30 pm (WRIT)
Mon 11:30 am (SFLIT)
Mon 1:00 pm (SFLIT)

Zachary William Anderson

Sun 10:00 pm (SCI)

ArcAttack

Sun 10:00 pm (SCI)

Ben Armstrong

Fri 7:00 pm (AR)

Heidi Arnhold

Comics Artist Alley
Sun 10:00 am (COMX)

Catherine Asaro

Fri 7:00 pm (WRIT)
Sat 4:00 pm (READ)
Sat 7:00 pm (MAIN)
Sun 4:00 pm (AUTO)
Sun 10:00 pm (SFLIT)

Atlanta Radio Theatre Company

Fri 7:00 pm (TOLK)
Sat 7:30 pm (MAIN)
Sun 7:00 pm (MAIN)

Ayria

Mon 1:30 am (LIVE)

B

Catherine Bach

Walk of Fame
Fri 1:00 pm (CLSF)
Sat 10:00 am (MAIN)
Sun 10:00 am (CLSF)

Christina Barber

Sat 1:00 pm (AUTO)
Sat 2:30 pm (READ)
Sun 11:30 am (X)

C. Kevin Barrett

Fri 11:30 am (SILK)
Fri 1:00 pm (SILK)
Fri 8:30 pm (SILK)
Sat 5:30 pm (SILK)
Sun 4:00 pm (SCI)
Sun 7:00 pm (SCI)
Sun 11:30 pm (SILK)
Mon 10:00 am (SCI)

Eric Basaldua

Comics Artist Alley
Mon 4:00 pm (COMX)

Jeremy A. Bastian

Comics Artist Alley
Sun 4:00 pm (COMX)

Sun 5:30 pm (ALT)

Peter S. Beagle

Fri 2:30 pm (WRIT)
Fri 5:30 pm (TOLK)
Sat 1:00 pm (DFH)
Sat 4:00 pm (YA)
Mon 1:00 pm (WRIT)

Davey Beauchamp

Sat 1:00 pm (SFLIT)
Sat 4:00 pm (WRIT)
Sat 5:30 pm (YA)
Sat 8:00 pm (CSTM)
Sat 9:00 pm (CSTM)
Sun 2:30 pm (AUTO)
Mon 10:00 am (YA)

Trace Beaulieu

Fri 8:30 pm (MAIN)
Sat 2:30 pm (MAIN)
Sat 4:00 pm (MAIN)
Sat 10:00 pm (MAIN)
Sun 1:00 pm (MAIN)
Sun 4:00 pm (X)

Bedlam Bards

Fri 3:30 pm (CONC)
Fri 7:00 pm (FILK)
Sat 2:30 pm (FILK)
Sat 10:00 pm (WU)
Sun 1:00 pm (FILK)
Sun 8:30 pm (FILK)
Mon 11:30 am (POD)

Michelle Belanger

Fri 1:00 pm (WRIT)
Fri 10:00 pm (DFH)
Sat 4:00 pm (DFH)
Sat 8:30 pm (X)
Sat 10:00 pm (DFH)
Sun 5:30 pm (DFH)
Sun 8:30 pm (DFH)
Mon 10:00 am (AUTO)

Bella Morte

Sat 1:30 am (LIVE)
Sat 5:00 pm (CONC)
Sat 8:30 pm (DFH)
Sun 2:30 pm (DFH)

Veronica Belmont

Fri 1:00 pm (POD)
Fri 8:30 pm (POD)
Sun 11:30 am (POD)

Dirk Benedict

Walk of Fame
Fri 2:30 pm (CLSF)
Sat 1:00 pm (CLSF)
Sun 11:30 am (CLSF)

Julie Benz

Walk of Fame
Fri 1:00 pm (WU)
Sat 5:30 pm (WU)
Sun 2:30 pm (WU)
Mon 10:00 am (WU)

Bob Bergen

Walk of Fame
Fri 5:30 pm (TOON)
Sat 11:30 am (TOON)
Sun 1:00 pm (TOON)
Mon 10:00 am (ANIME)

Steve Berman

Fri 4:00 pm (TREK)
Fri 5:30 pm (YA)
Fri 7:00 pm (WRIT)
Fri 8:30 pm (YA)
Fri 10:00 pm (YA)
Sat 8:30 pm (YA)
Sat 10:00 pm (YA)
Sun 1:00 pm (READ)

Mark F. Berry

Fri 1:00 pm (WRIT)
Sat 10:00 am (CLSF)
Sun 2:30 pm (BRIT)

Michael Connell Biehn

Walk of Fame
Fri 1:00 pm (AR)
Sat 1:00 pm (X)
Sun 1:00 pm (AR)

Gina Biggs

Comics Artist Alley
Fri 4:00 pm (COMX)

John Billingsley

Walk of Fame
Fri 1:00 pm (TREK)
Sat 11:30 am (TREK)
Sun 4:00 pm (TREK)
Mon 1:00 pm (TREK)

Dee Bitner

Sat 2:30 pm (X)

Claudia Black

Walk of Fame
Sat 5:30 pm (AMSF)
Sun 2:30 pm (SGM)
Mon 10:00 am (AMSF)

Dr. Bob Blackwood

Fri 1:00 pm (WRIT)
Fri 4:00 pm (AR)
Sat 2:30 pm (X)
Sun 11:30 am (X)
Sun 5:30 pm (AR)
Sun 8:30 pm (AR)
Mon 11:30 am (AR)

Jennifer Blanc

Walk of Fame
Sun 7:00 pm (WRIT)

Steven Boe

Fri 2:30 pm (FILM)
Sat 10:00 am (FILM)
Sat 4:00 pm (FILM)
Sun 2:30 pm (TOON)
Mon 10:00 am (FILM)

Whitney Boe

Fri 2:30 pm (FILM)
 Sat 10:00 am (FILM)
 Sat 4:00 pm (FILM)
 Sun 2:30 pm (TOON)
 Mon 10:00 am (FILM)

Darlene Bolesny

Fri 5:30 pm (READ)
 Sat 7:00 pm (MAIN)

M. H. Bonham

Fri 2:30 pm (READ)
 Sat 4:00 pm (WRIT)
 Sun 10:00 am (AUTO)

Barry Bostwick

Walk of Fame
 Fri 11:30 am (CLSF)
 Sat 5:30 pm (X)
 Sun 1:30 am (LIVE)

Bruce Boxleitner

Walk of Fame
 Fri 10:00 am (MAIN)
 Sat 1:00 pm (MAIN)
 Sun 10:00 am (MAIN)

Dr. John E. Bradford

Fri 1:00 pm (SPACE)
 Sat 1:00 pm (SCI)
 Sat 7:00 pm (SPACE)

Doug Bradley

Walk of Fame
 Fri 7:00 pm (FILM)
 Sat 1:00 pm (DFH)
 Sun 2:30 pm (DFH)
 Mon 10:00 am (MAIN)

Jennie Breedon

Comics Artist Alley
 Fri 4:00 pm (COMX)
 Sun 2:30 pm (EFF)
 Sun 8:30 pm (EFF)

Dan Brereton

Comics Artist Alley
 Mon 11:30 am (COMX)

Bill Bridges

Fri 4:00 pm (WRIT)
 Sat 7:00 pm (AR)

Mark Brooks

Comics Artist Alley
 Fri 10:00 am (COMX)
 Sat 11:30 am (COMX)

Fiona Broome

Sat 4:00 pm (ART)
 Sat 10:00 pm (X)
 Sun 1:00 pm (X)
 Sun 5:30 pm (ART)

Ben Browder

Walk of Fame
 Fri 5:30 pm (SGM)
 Sat 5:30 pm (AMSF)
 Sun 2:30 pm (SGM)
 Mon 10:00 am (AMSF)

Julie Caitlin Brown

Sun 10:00 am (MAIN)
 Sun 5:30 pm (FILM)
 Mon 10:00 am (SGM)

Matthew J. Brown

Fri 1:00 pm (COMX)
 Fri 4:00 pm (TREK)
 Sat 5:30 pm (ANIME)
 Sat 7:00 pm (COMX)
 Sat 8:30 pm (SFLIT)
 Sun 11:30 am (SFLIT)
 Sun 7:00 pm (COMX)

Ginjer Buchanan

Fri 4:00 pm (SFLIT)
 Fri 5:30 pm (WRIT)
 Sun 10:00 am (WRIT)

Lois McMaster Bujold

Fri 4:00 pm (AUTO)
 Fri 6:30 pm (MAIN)
 Sat 11:30 am (SFLIT)
 Sat 2:30 pm (WRIT)
 Sat 4:00 pm (AUTO)
 Sat 7:00 pm (MAIN)
 Sun 1:00 pm (READ)

Sun 2:30 pm (AUTO)
 Sun 4:00 pm (SFLIT)
 Mon 10:00 am (AUTO)
 Mon 11:30 am (SFLIT)

Bob Burden

Comics Artist Alley
 Sat 11:30 am (SCI)
 Sun 11:30 am (COMX)
 Mon 2:30 pm (COMX)

Chesya Burke

Fri 1:00 pm (YA)
 Fri 2:30 pm (WRIT)
 Fri 7:00 pm (WRIT)
 Sat 11:30 am (WRIT)
 Sat 2:30 pm (DFH)
 Sun 1:00 pm (WRIT)
 Mon 2:30 pm (WRIT)

James Burns

Comics Artist Alley
 Fri 4:00 pm (COMX)

Laura A Burns

Fri 11:30 am (SPACE)
 Fri 2:30 pm (SPACE)
 Sat 1:00 pm (SPACE)

Patrick Burns

Walk of Fame
 Sat 7:00 pm (X)
 Sat 8:30 pm (X)

Matt Busch

Sun 4:00 pm (ART)
 Sun 5:30 pm (COMX)

Tim Byrd

Sun 11:30 am (WRIT)
 Mon 4:00 pm (WRIT)

C**Ginger Campbell, MD**

Fri 4:00 pm (SCI)
 Fri 5:30 pm (POD)
 Mon 10:00 am (POD)
 Mon 11:30 am (SCI)
 Mon 1:00 pm (SCI)
 Mon 2:30 pm (POD)

Charisma Carpenter

Walk of Fame
 Fri 1:00 pm (WU)
 Sat 5:30 pm (WU)
 Sun 2:30 pm (WU)
 Mon 10:00 am (WU)

Luciana Carro

Walk of Fame
 Fri 4:00 pm (AMSF)
 Sat 11:30 am (AMSF)
 Sun 5:30 pm (AMSF)
 Mon 11:30 am (AMSF)

James Cawley

Walk of Fame
 Fri 11:30 am (TREK)
 Fri 5:30 pm (CSTM)
 Fri 8:30 pm (CSTM)
 Sat 1:00 pm (TREK)
 Sat 7:00 pm (TREK)
 Sat 8:30 pm (TREK)
 Sun 4:00 pm (TREK)

Jamie Chambers

Sat 4:00 pm (AMSF)
 Sun 1:00 pm (X)

A. C. Charania

Fri 1:00 pm (SPACE)
 Sat 7:00 pm (SPACE)

Sandra Anglin Chastain

Fri 11:30 am (WRIT)
 Sat 1:00 pm (WRIT)
 Sun 11:30 am (X)

Joe H. Chin

Walk of Fame
 Fri 7:00 pm (X)
 Sat 11:30 am (X)
 Sun 11:30 am (X)

Justin Chon

Walk of Fame
 Fri 2:30 pm (YA)
 Sat 2:30 pm (YA)
 Sun 4:00 pm (YA)

Claudia Christian

Walk of Fame
 Fri 10:00 am (MAIN)
 Sat 1:00 pm (MAIN)
 Sun 10:00 am (MAIN)

Colin Christian

Mon 1:00 pm (COMX)

Sas Christian

Sun 1:00 pm (COMX)

Freddy Clements

Fri 11:30 am (CSTM)
 Fri 2:30 pm (CSTM)
 Fri 5:30 pm (CSTM)
 Fri 7:00 pm (AR)
 Sat 11:30 am (CSTM)
 Sat 5:30 pm (CSTM)
 Sat 7:00 pm (CSTM)
 Sun 10:00 am (CSTM)
 Sun 1:00 pm (CSTM)
 Sun 2:30 pm (CSTM)
 Sun 5:30 pm (CSTM)

John Cmar

Fri 4:00 pm (SCI)
 Sat 1:00 pm (AR)
 Sat 7:00 pm (POD)
 Sun 2:30 pm (SCI)

Julie Cochrane

Sat 7:00 pm (MAIN)
 Sun 1:00 pm (AUTO)
 Sun 5:30 pm (SFLIT)

Amanda Conner

Sun 1:00 pm (COMX)

Frank Conniff

Fri 8:30 pm (MAIN)
 Sat 2:30 pm (MAIN)
 Sat 4:00 pm (MAIN)
 Sat 10:00 pm (MAIN)

Darwyn Cooke

Comics Artist Alley
 Sat 2:30 pm (COMX)
 Sun 2:30 pm (COMX)

Bill Corbett

Fri 4:00 pm (MAIN)
 Fri 5:30 pm (AUTO)
 Sat 10:00 pm (MAIN)
 Sun 1:00 pm (MAIN)
 Sun 4:00 pm (X)

Bob Coughlin

Mon 11:30 am (MAIN)

Hunter Cressall

Fri 2:30 pm (FILM)
 Sat 1:00 pm (FILM)
 Sat 4:00 pm (FILM)
 Sun 1:00 pm (FILM)
 Sun 4:00 pm (FILM)
 Sun 8:30 pm (EFF)

Ann C. Crispin

Thu 9:00 am (WWS)
 Fri 8:30 am (WWS)
 Fri 7:00 pm (WRIT)
 Sat 11:30 am (WWS)
 Sat 4:00 pm (WRIT)
 Sun 11:30 am (READ)
 Mon 11:30 am (AUTO)

C. Martin Croker

Walk of Fame
 Fri 5:30 pm (TOON)
 Sun 10:00 am (POD)
 Sun 1:00 pm (TOON)

Joe Crowe

Fri 1:00 pm (COMX)
 Fri 7:00 pm (AMSF)
 Fri 8:30 pm (CLSF)
 Sat 11:30 am (SFLIT)
 Sat 4:00 pm (CLSF)
 Sat 7:00 pm (AMSF)
 Sun 11:30 am (AMSF)
 Sun 2:30 pm (CLSF)
 Sun 7:00 pm (CLSF)
 Mon 11:30 am (CLSF)

Cruxshadows

Sat 4:00 pm (CSTM)
 Sun 12:00 am (LIVE)

Steven William Cummings

Comics Artist Alley
 Fri 1:00 pm (ANIME)
 Fri 4:00 pm (ANIME)

Carl Cunningham

Fri 4:00 pm (X)
 Sat 1:00 pm (SW)

Colin Cunningham

Fri 5:30 pm (SGM)
 Sat 4:00 pm (SGM)
 Sun 5:30 pm (SGM)
 Mon 10:00 am (SGM)

Larry D. Curtis

Fri 11:30 am (TOLK)
 Sun 4:00 pm (TOLK)

D**DJ Catt Ninetails**

Fri 10:00 pm (ALT)
 Mon 2:30 am (LIVE)

DJ Nemesis

Fri 8:30 pm (DFH)
 Sun 2:30 am (LIVE)

DJ/VJ Anthony

Sat 2:30 am (LIVE)

Anthony Daniels

Walk of Fame
 Fri 4:00 pm (SW)
 Sat 8:30 pm (MAIN)

Kathleen O'Shea David

Fri 1:00 pm (YA)
 Fri 4:00 pm (WRIT)
 Fri 5:30 pm (CSTM)
 Fri 8:30 pm (CSTM)
 Sat 1:00 pm (WRIT)
 Sat 4:00 pm (YA)
 Sat 7:00 pm (MAIN)

Peter David

Fri 11:30 am (TREK)
 Fri 5:30 pm (SFLIT)
 Fri 7:00 pm (WRIT)
 Sat 1:00 pm (AUTO)
 Sat 7:00 pm (MAIN)
 Sun 10:00 am (SFLIT)
 Sun 8:30 pm (MAIN)
 Mon 1:00 pm (WRIT)
 Mon 4:00 pm (TREK)

Bruce Davison

Walk of Fame
 Fri 10:00 am (COMX)
 Sat 5:30 pm (X)
 Sun 7:00 pm (WRIT)

Felicia Day

Walk of Fame
 Fri 1:00 pm (WU)
 Sat 4:00 pm (POD)
 Sun 4:00 pm (WU)
 Mon 10:00 am (MMO)

Aaron Armand de Orive

Fri 4:00 pm (WRIT)
 Sat 7:00 pm (MMO)
 Mon 1:00 pm (SW)

Keith R. A. DeCandido

Fri 11:30 am (TREK)
 Fri 1:00 pm (COMX)
 Fri 2:30 pm (AUTO)
 Sat 10:00 am (BRIT)

Sat 11:30 am (MMO)
 Sat 2:30 pm (READ)
 Sat 4:00 pm (YA)
 Sat 7:00 pm (MAIN)
 Sun 11:30 am (AMSF)
 Sun 1:00 pm (SFLIT)
 Sun 10:00 pm (POD)
 Mon 2:30 pm (WRIT)
 Mon 4:00 pm (WRIT)

Anna DeStefano

Sat 11:30 am (WRIT)
 Sun 11:30 am (X)

Marc DeVidts

Fri 5:30 pm (ROBOT)
 Sat 11:30 am (ROBOT)
 Sat 5:30 pm (ROBOT)
 Sun 2:30 pm (ROBOT)
 Sun 4:00 pm (ROBOT)

Thomas Dekker

Sat 11:30 am (TOON)
 Sun 1:00 pm (AR)
 Sun 5:30 pm (FILM)
 Mon 11:30 am (TREK)

Demolition

Walk of Fame
 Fri 7:00 pm (MAIN)

Brian Denham

Fri 2:30 pm (COMX)
 Fri 4:00 pm (X)

Kevin Dockery

Sun 5:30 pm (SFLIT)

Linda L. Donahue

Sat 1:00 pm (SFLIT)
 Sun 10:00 pm (WRIT)

Elizabeth Donald

Fri 4:00 pm (AUTO)
 Fri 10:00 pm (DFH)
 Sat 2:30 pm (READ)
 Sat 5:30 pm (DFH)
 Sat 8:30 pm (DFH)
 Sun 11:30 am (DFH)
 Mon 10:00 am (WRIT)

Carole Nelson Douglas

Fri 1:00 pm (AUTO)
 Fri 8:30 pm (DFH)
 Sat 11:30 am (WRIT)
 Sat 2:30 pm (READ)
 Sat 7:00 pm (MAIN)
 Sun 11:30 am (X)
 Sun 4:00 pm (ALT)
 Sun 7:00 pm (DFH)
 Sun 8:30 pm (DFH)
 Sun 10:00 pm (WRIT)
 Mon 1:00 pm (ALT)
 Mon 2:30 pm (WRIT)

Margaret Downey

Fri 1:00 pm (SKEP)
 Fri 10:00 pm (SKEP)
 Sat 10:00 am (SKEP)
 Sat 11:30 am (SKEP)
 Sat 4:00 pm (FILM)
 Mon 4:00 pm (SKEP)

Kathleen Duey

Fri 7:00 pm (YA)
 Fri 11:30 pm (YA)
 Sat 11:30 am (YA)
 Sun 11:30 am (WRIT)
 Sun 2:30 pm (YA)
 Mon 10:00 am (YA)

Elonka Dunin

Fri 4:00 pm (WRIT)
 Fri 7:00 pm (EFF)
 Sat 1:00 pm (EFF)
 Sun 11:30 am (EFF)
 Sun 10:00 pm (EFF)
 Mon 11:30 am (EFF)

Brian Dunning

Sat 5:30 pm (READ)
 Sun 7:00 pm (SKEP)
 Mon 2:30 pm (SKEP)

Talon Dunning

Mon 1:00 pm (SW)

E**Carlos East**

Fri 8:30 pm (COMX)

Bob Eggleton

Sat 8:30 pm (ART)
 Sun 2:30 pm (ART)
 Sun 7:00 pm (MAIN)

Josh Elder

Comics Artist Alley
 Sat 5:30 pm (WRIT)

Jeffrey J Eilo

Fri 2:30 pm (FILM)
 Sat 1:00 pm (FILM)
 Sat 4:00 pm (FILM)
 Sun 1:00 pm (FILM)
 Sun 4:00 pm (FILM)

Larry Elmore

Sun 7:00 pm (MAIN)

Egg Embry

Comics Artist Alley
 Mon 4:00 pm (COMX)

Emerald Rose

Thu 7:30 pm (LIVE)
 Fri 12:30 pm (CONC)
 Fri 8:30 pm (TOLK)
 Sat 11:00 am (CONC)
 Sat 2:30 pm (SFLIT)
 Sat 10:00 pm (WU)
 Sun 8:30 pm (WEYR)
 Mon 11:30 am (POD)
 Mon 2:00 pm (CONC)

Richard Epcar

Walk of Fame
 Fri 5:30 pm (ANIME)
 Sat 11:30 am (TOON)
 Sun 1:00 pm (ANIME)
 Mon 10:00 am (ANIME)

John Everson

Fri 1:00 pm (DFH)
 Fri 10:00 pm (DFH)
 Sat 2:30 pm (DFH)

Sat 8:30 pm (DFH)
 Sun 11:30 am (DFH)
 Sun 2:30 pm (DFH)
 Sun 4:00 pm (READ)
 Sun 5:30 pm (AUTO)
 Mon 1:00 pm (DFH)

F**Peter Facinelli**

Walk of Fame
 Fri 2:30 pm (YA)
 Sat 2:30 pm (YA)
 Sun 4:00 pm (YA)

Faith And The Muse

Fri 8:30 pm (DFH)
 Sat 12:30 pm (CONC)
 Sat 5:30 pm (DFH)
 Sat 5:30 pm (DFH)
 Sat 8:30 pm (DFH)
 Sat 8:30 pm (DFH)
 Sun 8:30 pm (DFH)
 Mon 12:00 am (LIVE)

G. D. Falksen

Fri 1:00 pm (ALT)
 Fri 4:00 pm (ALT)
 Fri 10:00 pm (ALT)
 Sat 5:30 pm (ALT)
 Sun 11:30 am (ALT)

Sean Patrick Fannon

Fri 4:00 pm (WRIT)

Bill Fawcett

Fri 4:00 pm (SFLIT)
 Fri 5:30 pm (WRIT)
 Sat 2:30 pm (WRIT)
 Sat 4:00 pm (WEYR)
 Sat 7:00 pm (MAIN)
 Sun 10:00 am (WRIT)
 Sun 11:30 am (WEYR)

Tom Feister

Fri 5:30 pm (COMX)

Tom Felton

Walk of Fame
 Fri 4:00 pm (YA)
 Sat 1:00 pm (YA)
 Sun 11:30 am (YA)
 Mon 11:30 am (YA)

Lou Ferrigno

Walk of Fame
 Fri 5:30 pm (MAIN)
 Sun 2:30 pm (CLSF)

Susan Fichtelberg

Fri 11:30 am (YA)
 Fri 8:30 pm (YA)
 Sat 4:00 pm (YA)

Rob Fitz

Fri 7:00 pm (AR)
 Fri 10:00 pm (SILK)
 Sat 10:00 pm (SILK)
 Sun 10:00 pm (SILK)

Joe Flanigan

Walk of Fame
 Fri 11:30 am (SGM)
 Sat 4:00 pm (SGM)
 Sun 2:30 pm (SGM)
 Mon 10:00 am (SGM)

Charles Fleischer

Walk of Fame
 Fri 5:30 pm (TOON)
 Sat 11:30 am (TOON)
 Sun 10:00 am (SFLIT)
 Mon 10:00 am (ANIME)

Stephen Fleming

Sun 10:00 am (SCI)

Tom Fleming

Sun 4:00 pm (CSTM)

Louise Fletcher

Walk of Fame
 Sat 5:30 pm (X)
 Mon 11:30 am (TREK)

Eric Flint

Sat 1:00 pm (ALT)
 Sat 4:00 pm (AUTO)
 Sat 5:30 pm (ALT)
 Sat 7:00 pm (MAIN)
 Sun 5:30 pm (ALT)
 Sun 7:00 pm (SFLIT)

Rev. Suzie the Floozie

Sat 11:30 am (SCI)
 Sun 10:00 pm (SCI)

John L. Flynn

Fri 1:00 pm (WRIT)
 Fri 4:00 pm (AR)
 Sat 2:30 pm (X)
 Sun 5:30 pm (AR)
 Sun 8:30 pm (AR)
 Mon 11:30 am (AR)

Flynn's Folly

Fri 5:00 pm (CONC)

Alan Dean Foster

Fri 11:30 am (TREK)
 Fri 10:00 pm (WRIT)
 Sat 1:00 pm (SW)
 Sat 2:30 pm (AUTO)
 Sat 4:00 pm (WRIT)
 Sat 7:00 pm (MAIN)
 Sun 1:00 pm (SFLIT)

Eugie Foster

Sat 1:00 pm (SFLIT)
 Sat 4:00 pm (AUTO)
 Sun 2:30 pm (WRIT)

Francesco Francavilla

Sun 11:30 am (COMX)

Bonita Friedericy

Sun 2:30 pm (AMSF)
 Mon 11:30 am (TREK)

Stephen Furst

Walk of Fame
 Fri 1:00 pm (MAIN)
 Sat 1:00 pm (MAIN)
 Sun 10:00 am (MAIN)
 Sun 5:30 pm (FILM)

G**Diana Gabaldon**

Sat 4:00 pm (ALT)
 Sat 5:30 pm (AUTO)
 Sun 2:30 pm (READ)
 Sun 8:30 pm (MAIN)

Dr. Pamela L. Gay

Fri 2:30 pm (SPACE)
 Sat 11:30 am (SCI)
 Sat 5:30 pm (SPACE)
 Sat 7:00 pm (SKEP)
 Sun 10:00 am (SKEP)
 Sun 2:30 pm (POD)
 Sun 7:00 pm (SPACE)
 Mon 10:00 am (POD)
 Mon 2:30 pm (SPACE)

Huck Gee

Fri 8:30 pm (COMX)

Gil Gerard

Walk of Fame
 Fri 7:00 pm (CLSF)
 Sat 4:00 pm (CLSF)
 Sat 7:00 pm (TREK)

The Ghosts Project

Sat 5:30 pm (DFH)
 Sat 7:00 pm (MAIN)
 Sun 2:00 pm (CONC)

Stephen L. Gibson

Fri 7:00 pm (SKEP)
 Sun 2:30 pm (AR)
 Mon 11:30 am (SKEP)

Allan Gilbreath

Fri 2:30 pm (DFH)
 Fri 8:30 pm (SFLIT)
 Sat 11:30 am (DFH)
 Sat 5:30 pm (DFH)

Terry Gilliam

Fri 1:00 pm (BRIT)
 Fri 5:30 pm (AUTO)
 Sat 4:00 pm (BRIT)
 Sat 5:30 pm (AUTO)

Sat 10:00 pm (MAIN)

Laura Anne Gilman

Fri 2:30 pm (READ)
 Sat 11:30 am (SFLIT)
 Sun 11:30 am (X)
 Sun 1:00 pm (WRIT)
 Mon 11:30 am (AUTO)

Stephanie Gladden

Comics Artist Alley
 Sun 10:00 am (COMX)

Ron Glass

Walk of Fame
 Fri 2:30 pm (WU)
 Sat 11:30 am (WU)
 Sun 7:00 pm (WRIT)
 Mon 10:00 am (WU)

Christopher Golden

Fri 5:30 pm (DFH)
 Fri 7:00 pm (WRIT)
 Sat 2:30 pm (AUTO)
 Sat 7:00 pm (DFH)
 Sun 11:30 am (DFH)
 Sun 1:00 pm (WU)
 Mon 10:00 am (WRIT)

Michael Golden

Comics Artist Alley
 Sun 2:30 pm (COMX)

Steve Gonsalves

Walk of Fame
 Fri 7:00 pm (X)
 Sat 11:30 am (X)
 Sun 11:30 am (X)
 Mon 10:00 am (X)

R. W. Goodwin

Fri 5:30 pm (X)
 Sat 1:00 pm (X)

Dr. Frank Gordon

Sat 10:00 am (X)
 Sat 2:30 pm (X)
 Sun 10:00 am (X)

Dr. Stephen Granade

Fri 4:00 pm (POD)
 Fri 5:30 pm (SPACE)
 Sat 4:00 pm (SCI)
 Sun 10:00 am (POD)
 Sun 5:30 pm (SCI)

Rob Granito

Sun 7:00 pm (MAIN)

Erin Gray

Walk of Fame
 Fri 7:00 pm (CLSF)
 Sat 5:30 pm (X)
 Sun 7:00 pm (WRIT)
 Mon 1:00 pm (CLSF)

Kevin R. Grazier

Fri 4:00 pm (AMSF)
 Sat 2:30 pm (AMSF)
 Sat 8:30 pm (SPACE)
 Sat 10:00 pm (SPACE)
 Sun 10:00 am (SCI)
 Sun 7:00 pm (SFLIT)
 Mon 11:30 am (AMSF)
 Mon 1:00 pm (SFLIT)

Matt Green

Sun 11:30 am (FILM)

Andrew Greenberg

Sat 10:00 am (TREK)
 Sat 7:00 pm (AR)
 Sat 8:30 pm (EFF)
 Sun 7:00 pm (EFF)

Robert Greenberger

Fri 11:30 am (TREK)
 Fri 5:30 pm (SFLIT)

Hugh S. Gregory

Sat 11:30 am (SPACE)
 Sun 10:00 pm (SPACE)

Eric Griffin

Fri 2:30 pm (WRIT)
 Sat 1:00 pm (WRIT)
 Mon 4:00 pm (WRIT)

Rosemary Ellen Guiley

Fri 1:00 pm (WRIT)
 Fri 5:30 pm (DFH)
 Sat 1:00 pm (AUTO)
 Sat 10:00 pm (X)
 Sun 1:00 pm (X)
 Sun 5:30 pm (DFH)
 Sun 10:00 pm (DFH)

Marc Gunn

Fri 2:00 pm (CONC)
 Sat 5:30 pm (FILK)
 Sun 4:00 pm (FILK)
 Mon 11:30 am (POD)

H**Dean Haglund**

Walk of Fame
 Fri 4:00 pm (MAIN)
 Fri 5:30 pm (X)
 Sat 7:00 pm (X)
 Sun 9:30 am (ART)
 Sun 2:30 pm (X)

Stacy Hague-Hill

Fri 11:30 am (WRIT)
 Fri 4:00 pm (SFLIT)
 Fri 5:30 pm (WRIT)
 Sat 5:30 pm (MAIN)
 Sun 10:00 am (WRIT)

Doc Hammer

Sat 1:00 pm (TOON)
 Sat 2:30 pm (TOON)
 Sat 10:00 pm (MAIN)
 Sun 4:00 pm (X)

Cully Hamner

Sun 11:30 am (COMX)

David Harmer

Fri 4:00 pm (WRIT)
 Fri 7:00 pm (AR)
 Sat 7:00 pm (AR)
 Sun 10:00 am (AR)
 Mon 10:00 am (CSTM)

Charlaine Harris

Fri 7:00 pm (SFLIT)
 Sat 1:00 pm (SFLIT)
 Sat 2:30 pm (WRIT)
 Sat 5:30 pm (AUTO)
 Sat 7:00 pm (MAIN)
 Sat 8:30 pm (DFH)
 Sun 1:00 pm (WRIT)
 Sun 2:30 pm (WRIT)
 Sun 7:00 pm (DFH)
 Mon 2:30 pm (WRIT)

Nicole Harsch

Fri 8:30 pm (CSTM)
 Sat 11:30 am (MAIN)

Raven Hart

Fri 2:30 pm (WRIT)
 Sat 10:00 am (WRIT)
 Sat 8:30 pm (DFH)
 Sun 4:00 pm (AUTO)

Richard Hatch

Walk of Fame
 Fri 1:00 pm (MAIN)
 Sat 10:00 am (MAIN)
 Sat 1:00 pm (CLSF)
 Sat 7:00 pm (MAIN)
 Sun 5:30 pm (AMSF)
 Sun 7:00 pm (POD)
 Mon 11:30 am (AMSF)

Jason Hawes

Walk of Fame
 Fri 7:00 pm (X)
 Sat 11:30 am (X)
 Sun 11:30 am (X)
 Mon 10:00 am (X)

Lindsey Rush Hawkins

Sat 8:30 pm (ART)
 Sun 2:30 pm (ART)

Gary Kim Hayes

Fri 10:00 am (WRIT)
 Fri 10:00 pm (WRIT)
 Sat 5:30 pm (WRIT)
 Sun 7:00 pm (MAIN)
 Mon 10:00 am (WRIT)

Mon 4:00 pm (WRIT)

Jennifer Heddle

Sun 10:00 am (DFH)
 Mon 11:30 am (DFH)

Helblinki Sextet

Sat 5:30 pm (DFH)
 Sun 12:00 am (LIVE)
 Sun 5:00 pm (CONC)

Mark Henry

Fri 10:00 pm (DFH)
 Sat 11:30 am (DFH)
 Sat 5:30 pm (DFH)
 Sun 4:00 pm (DFH)
 Sun 5:30 pm (READ)
 Mon 1:00 pm (AUTO)
 Mon 2:30 pm (DFH)

Richard Herd

Walk of Fame
 Sat 5:30 pm (X)
 Sun 5:30 pm (CLSF)
 Mon 11:30 am (TREK)

Rita Herron

Fri 1:00 pm (AUTO)
 Sat 11:30 am (WRIT)
 Sun 11:30 am (X)

Virginia Hey

Walk of Fame
 Fri 1:00 pm (MAIN)
 Sat 5:30 pm (AMSF)
 Sun 11:30 am (AMSF)
 Mon 10:00 am (AMSF)

Kathryn Hinds

Fri 7:00 pm (YA)
 Fri 8:30 pm (YA)
 Sat 2:30 pm (ALT)
 Sun 11:30 am (WRIT)
 Sun 5:30 pm (ALT)
 Sun 7:00 pm (SFLIT)

Kane Hodder

Walk of Fame
 Fri 5:30 pm (MAIN)
 Mon 10:00 am (MAIN)

Bill Holbrook

Comics Artist Alley
 Sun 8:30 pm (EFF)
 Mon 4:00 pm (COMX)

Tobe Hooper

Walk of Fame
 Fri 4:00 pm (FILM)
 Fri 8:30 pm (WRIT)
 Sun 5:30 pm (FILM)
 Mon 1:00 pm (FILM)

Eva Hopkins

Sat 8:30 pm (MAIN)

Kriss Houglund

Fri 4:00 pm (SPACE)
 Sat 11:30 am (SPACE)
 Sun 5:30 pm (SPACE)

Scott Houle

Fri 5:30 pm (ANIME)
 Fri 8:30 pm (WRIT)
 Sat 1:00 pm (ANIME)
 Sun 1:00 pm (ANIME)

How I Became the Bomb

Sat 12:00 am (LIVE)

Dr. Stephen D. Howe

Fri 5:30 pm (SCI)
 Fri 7:00 pm (SPACE)
 Sat 2:30 pm (SCI)
 Sat 4:00 pm (SCI)
 Sat 7:00 pm (SFLIT)

George Hrab

Sat 10:00 am (POD)
 Sat 8:30 pm (SKEP)
 Sat 10:00 pm (SKEP)
 Mon 11:30 am (POD)

John Hudgens

Fri 8:30 pm (SW)

I**I Fight Dragons**

Mon 12:00 am (LIVE)

Neil Innes

Sat 4:00 pm (BRIT)
 Sat 10:00 pm (MAIN)
 Sun 4:00 pm (X)

Iron Sheik

Walk of Fame
 Fri 7:00 pm (MAIN)

J**Richard Jakiel**

Fri 7:00 pm (SCI)
 Fri 8:30 pm (SPACE)
 Sat 8:30 pm (SPACE)
 Sun 4:00 pm (SPACE)
 Sun 8:30 pm (SPACE)
 Mon 4:00 pm (SCI)

Georges Jeanty

Sat 2:30 pm (WU)
 Sat 4:00 pm (WU)
 Sun 10:00 am (COMX)

Paul Jenkins

Mon 10:00 am (COMX)

Bill "Splat" Johnson

Fri 7:00 pm (AR)

Les Johnson

Fri 5:30 pm (POD)
 Sat 11:30 am (SPACE)
 Sat 1:00 pm (SPACE)
 Sun 11:30 am (SPACE)
 Sun 4:00 pm (SPACE)

Doug Jones

Walk of Fame
 Fri 10:00 am (COMX)
 Sat 2:30 pm (COMX)
 Sun 7:00 pm (WRIT)

Gary Jones

Fri 5:30 pm (SGM)
 Sun 5:30 pm (SGM)
 Mon 10:00 am (SGM)

Alessandro Juliani

Walk of Fame
 Fri 4:00 pm (AMSF)
 Sat 11:30 am (AMSF)
 Sun 10:00 am (AMSF)

Peter Jurasik

Walk of Fame
 Fri 10:00 am (MAIN)
 Sat 1:00 pm (MAIN)
 Sat 7:00 pm (MAIN)
 Sun 10:00 am (MAIN)

K**Stacia Kane**

Fri 1:00 pm (DFH)
 Fri 4:00 pm (DFH)
 Fri 8:30 pm (DFH)
 Fri 10:00 pm (DFH)
 Sat 1:00 pm (READ)
 Sat 7:00 pm (DFH)
 Sun 1:00 pm (WRIT)
 Sun 7:00 pm (DFH)
 Sun 8:30 pm (DFH)

Neil Kaplan

Comics Artist Alley
 Fri 5:30 pm (TOON)
 Sun 1:00 pm (TOON)

Lloyd Kaufman

Fri 8:30 pm (WRIT)
 Fri 11:30 pm (MAIN)
 Sun 5:30 pm (AR)

Susan Kearney

Sat 4:00 pm (WRIT)
 Sat 7:00 pm (MAIN)

Bill Keel

Fri 8:30 pm (SPACE)
 Fri 10:00 pm (SPACE)
 Sat 8:30 pm (SPACE)

Sun 8:30 pm (SPACE)
 Sun 8:30 pm (SPACE)
 Sun 10:00 pm (SPACE)
 Mon 2:30 pm (SPACE)

Julie Kenner

Sat 7:00 pm (DFH)
 Sun 10:00 am (DFH)
 Sun 4:00 pm (DFH)

Sherrilyn Kenyon

Fri 2:30 pm (WRIT)
 Sat 2:30 pm (DFH)
 Sat 7:00 pm (MAIN)
 Sun 2:30 pm (WRIT)
 Sun 5:30 pm (AUTO)

Jackie Kessler

Fri 1:00 pm (AUTO)
 Fri 8:30 pm (YA)
 Sat 10:00 am (WRIT)
 Sat 4:00 pm (READ)
 Sat 7:00 pm (DFH)
 Sun 10:00 am (DFH)
 Sun 11:30 am (DFH)
 Sun 4:00 pm (DFH)
 Sun 8:30 pm (DFH)

Richard Kiel

Walk of Fame
 Fri 5:30 pm (MAIN)
 Sat 5:30 pm (CLSF)
 Sun 7:00 pm (WRIT)

Kaza Kingsley

Fri 1:00 pm (YA)
 Fri 7:00 pm (YA)
 Sun 11:30 am (WRIT)

James P Kinney III

Sat 11:30 am (SPACE)
 Sat 10:00 pm (SCI)
 Sun 2:30 pm (SPACE)

Caitlin Kittredge

Fri 1:00 pm (DFH)
 Fri 5:30 pm (DFH)
 Fri 8:30 pm (DFH)
 Sat 10:00 am (WRIT)

Sat 1:00 pm (DFH)
Sat 5:30 pm (YA)
Sun 8:30 pm (DFH)

Richard A. Knaak

Sat 11:30 am (MMO)
Sat 7:00 pm (MAIN)
Sun 11:30 am (AUTO)

Nancy Knight

Fri 10:00 am (WRIT)
Fri 8:30 pm (WRIT)
Sat 7:00 pm (WRIT)
Sat 8:30 pm (WRIT)
Sat 10:00 pm (X)
Sun 5:30 pm (WRIT)
Sun 8:30 pm (WRIT)
Mon 11:30 am (WRIT)
Mon 4:00 pm (WRIT)

Alethea Kontis

Fri 2:30 pm (DFH)
Fri 5:30 pm (READ)
Sat 1:00 pm (DFH)
Sat 2:30 pm (DFH)
Sun 5:30 pm (AUTO)
Mon 11:30 am (DFH)

George Krstic

Fri 8:30 pm (WRIT)
Sun 5:30 pm (TOON)

Bonnie Kunzel

Fri 11:30 am (YA)
Sat 5:30 pm (YA)
Sun 1:00 pm (YA)

Katherine Kurtz

Fri 11:30 am (WRIT)
Sat 11:30 am (AUTO)
Sat 1:00 pm (READ)
Sat 7:00 pm (MAIN)
Sun 10:00 am (SFLIT)
Sun 11:30 am (WEYR)
Sun 10:00 pm (WRIT)
Mon 11:30 am (SFLIT)

L

Jessica Lackey

Fri 7:00 pm (DFH)
Sat 4:00 pm (CSTM)
Sat 8:00 pm (CSTM)
Sat 9:00 pm (CSTM)
Sun 12:00 am (LIVE)
Sun 11:30 pm (CSTM)

Stephen and Suzie Lackey

Fri 10:00 pm (TOON)
Sun 10:00 pm (TOON)

Mur Lafferty

Fri 2:30 pm (POD)
Sat 2:30 pm (POD)
Sat 7:00 pm (POD)
Sun 4:00 pm (POD)

Cheralyn Lambeth

Fri 11:30 am (TREK)
Fri 5:30 pm (CSTM)
Fri 8:30 pm (CSTM)
Sat 2:30 pm (CSTM)
Sun 11:30 am (CSTM)
Sun 4:00 pm (CSTM)
Mon 11:30 am (AUTO)

Shelia Larken

Fri 5:30 pm (X)

Rich Larson

Comics Artist Alley
Mon 1:00 pm (COMX)

Rosemary Laurey

Fri 2:30 pm (DFH)
Sat 11:30 am (DFH)
Sun 10:00 am (DFH)

Rob Levy

Fri 10:00 am (BRIT)
Fri 11:30 am (BRIT)
Fri 2:30 pm (BRIT)
Sat 11:30 am (BRIT)
Sat 1:00 pm (BRIT)
Sat 7:00 pm (BRIT)
Sat 10:00 pm (BRIT)

Sun 10:00 am (BRIT)
Sun 11:30 am (BRIT)
Sun 4:00 pm (BRIT)
Sun 5:30 pm (BRIT)
Sun 8:30 pm (BRIT)
Mon 11:30 am (BRIT)
Mon 1:00 pm (BRIT)
Mon 2:30 pm (BRIT)
Mon 4:00 pm (BRIT)

Scott Levy

Walk of Fame
Fri 7:00 pm (MAIN)

J. F. Lewis

Fri 2:30 pm (DFH)
Fri 8:30 pm (DFH)
Sat 11:30 am (DFH)
Sat 5:30 pm (DFH)
Sat 8:30 pm (DFH)
Sun 11:30 am (DFH)
Sun 8:30 pm (DFH)
Mon 11:30 am (READ)

Joseph Michael Linsner

Sat 8:30 pm (MAIN)
Mon 1:00 pm (COMX)

Lips Down on Dixie

Sun 1:30 am (LIVE)

Todd Livingston

Sat 5:30 pm (WRIT)
Sun 4:00 pm (DFH)

Gareth David Lloyd

Walk of Fame
Fri 11:30 am (BRIT)
Sat 11:30 am (BRIT)
Sun 10:00 am (BRIT)

Kelly Lockhart

Fri 5:30 pm (MAIN)
Sat 1:00 pm (MAIN)
Sat 4:00 pm (MAIN)
Sat 5:30 pm (SFLIT)
Sun 9:00 am (MAIN)
Sun 10:00 am (MAIN)
Mon 9:00 am (MAIN)

Mon 11:30 am (MAIN)

Traci Lords

Walk of Fame
Sat 1:00 pm (MAIN)

John Lotshaw

Comics Artist Alley
Sun 8:30 pm (EFF)

Travis Louie

Sat 5:30 pm (COMX)

George Lowe

Walk of Fame
Sat 8:30 pm (TOON)
Sun 2:30 pm (TOON)

Daniel Loxton

Fri 1:00 pm (SKEP)
Sat 10:00 am (SKEP)
Sat 8:30 pm (SKEP)
Mon 4:00 pm (SKEP)

Rachel Luttrell

Walk of Fame
Sat 4:00 pm (SGM)
Sun 2:30 pm (SGM)
Mon 10:00 am (SGM)

M

Jonathan Maberry

Fri 4:00 pm (DFH)
Fri 5:30 pm (DFH)
Sat 11:30 am (AR)
Sat 1:00 pm (AR)
Sat 2:30 pm (DFH)
Sun 1:00 pm (AUTO)
Sun 2:30 pm (DFH)
Sun 5:30 pm (AR)
Mon 2:30 pm (DFH)

Scott MacMillan

Fri 8:30 pm (WRIT)
Sat 11:30 am (AUTO)
Sat 7:00 pm (MAIN)
Sun 11:30 am (WEYR)

Don Maitz

Sat 4:00 pm (FILM)
Sat 5:30 pm (SFLIT)
Sat 7:00 pm (MAIN)
Sun 10:00 am (ART)
Sun 11:30 am (WEYR)
Sun 2:30 pm (ART)
Sun 7:00 pm (MAIN)

Racheline Maltese

Fri 8:30 pm (YA)
Sat 10:00 pm (YA)
Sun 11:30 am (SFLIT)
Sun 5:30 pm (YA)
Sun 7:00 pm (SFLIT)

Mari Mancusi

Fri 1:00 pm (DFH)
Fri 10:00 pm (YA)
Sat 11:30 am (WRIT)
Sat 5:30 pm (DFH)
Sun 10:00 am (DFH)

Julia S. Mandala

Sat 5:30 pm (CSTM)
Sun 10:00 am (READ)
Sun 4:00 pm (CSTM)

James Marsters

Walk of Fame
Fri 11:30 am (BRIT)
Sat 5:30 pm (WU)
Sun 10:00 am (AMSF)

Anya Martin

Fri 1:00 pm (WRIT)

Gail Z. Martin

Fri 7:00 pm (SKEP)
Sat 2:30 pm (EFF)
Sat 8:30 pm (WRIT)
Sun 11:30 am (X)
Sun 2:30 pm (EFF)
Sun 7:00 pm (SFLIT)
Mon 2:30 pm (WRIT)

Laura Martin

Sun 11:30 am (COMX)

Lee Martindale

Fri 10:00 am (MAIN)
Fri 2:30 pm (READ)
Sat 1:00 pm (MAIN)
Sat 7:00 pm (MAIN)
Sun 11:30 am (AUTO)
Sun 2:30 pm (SFLIT)

Randy Martinez

Comics Artist Alley
Fri 2:30 pm (COMX)
Sun 4:00 pm (ART)
Sun 5:30 pm (COMX)
Mon 11:30 am (MAIN)

Patrick Mason

Sat 2:30 pm (AR)
Sun 11:30 am (SCI)
Sun 2:30 pm (AR)
Sun 4:00 pm (AR)

Nathan Massengill

Comics Artist Alley
Fri 5:30 pm (COMX)

Menton J Matthews III

Comics Artist Alley
Sat 5:30 pm (WRIT)
Mon 11:30 am (COMX)

Ginny Mauldin-Kinney

Fri 2:30 pm (SPACE)
Sat 1:00 pm (SPACE)
Sun 2:30 pm (SPACE)
Mon 11:30 am (SPACE)

James Maxey

Sat 8:30 pm (WRIT)
Sun 2:30 pm (READ)

Peter Mayhew

Walk of Fame
Fri 5:30 pm (MAIN)
Sat 4:00 pm (SW)
Sun 7:00 pm (SW)

mc chris

Mon 1:30 am (LIVE)

Tyson McAdoo

Comics Artist Alley
Mon 1:00 pm (COMX)

Todd McCaffrey

Fri 4:00 pm (WEYR)
Fri 8:30 pm (WEYR)
Sat 10:00 am (WRIT)
Sat 11:30 am (YA)
Sat 2:30 pm (AUTO)
Sat 4:00 pm (WEYR)
Sat 5:30 pm (YA)
Sat 7:00 pm (MAIN)
Sun 11:30 am (WEYR)
Sun 1:00 pm (YA)
Sun 5:30 pm (WEYR)
Sun 8:30 pm (WRIT)
Mon 10:00 am (WEYR)

Kandysse McClure

Walk of Fame
Fri 4:00 pm (AMSF)
Sat 5:30 pm (X)
Sun 5:30 pm (AMSF)
Mon 11:30 am (AMSF)

Sandra Ann McDonald

Fri 5:30 pm (SFLIT)
Fri 10:00 pm (WRIT)
Sat 7:00 pm (SFLIT)
Sat 10:00 pm (YA)
Sun 5:30 pm (SFLIT)
Sun 7:00 pm (SFLIT)
Sun 10:00 pm (SFLIT)

Mary McDonnell

Walk of Fame
Fri 10:00 am (AMSF)
Sat 11:30 am (AMSF)
Sun 5:30 pm (AMSF)

Malcolm McDowell

Walk of Fame
Fri 11:30 am (MAIN)
Sat 11:30 am (TOON)
Sun 1:00 pm (AMSF)
Mon 11:30 am (TREK)

Paul McGillion

Walk of Fame
Fri 11:30 am (SGM)
Sat 4:00 pm (SGM)
Sun 4:00 pm (SGM)
Mon 10:00 am (SGM)

Dan McGirt

Sun 1:00 pm (READ)
Mon 11:30 am (AUTO)

Tara McPherson

Comics Artist Alley
Fri 6:30 pm (MAIN)
Fri 8:30 pm (COMX)
Sat 4:00 pm (COMX)
Sat 7:00 pm (MAIN)
Sun 1:00 pm (COMX)

Richelle Mead

Fri 2:30 pm (DFH)
Fri 10:00 pm (YA)
Sat 11:30 am (DFH)
Sat 1:00 pm (DFH)
Sat 7:00 pm (DFH)
Sun 11:30 am (WRIT)

Travis Scott Merrill

Fri 11:30 am (CSTM)
Fri 1:00 pm (CSTM)
Fri 2:30 pm (CSTM)
Fri 7:00 pm (AR)
Sat 11:30 am (CSTM)
Sat 7:00 pm (CSTM)
Sat 8:30 pm (AR)
Sun 10:00 am (CSTM)
Sun 1:00 pm (CSTM)
Sun 5:30 pm (CSTM)
Mon 11:30 am (CSTM)

Tom Merritt

Fri 5:30 pm (AMSF)
Fri 8:30 pm (POD)
Sun 11:30 am (POD)

Tanya Michna

Sun 8:30 pm (WRIT)

Vic Mignogna

Walk of Fame
Fri 5:30 pm (ANIME)
Sat 11:30 am (ANIME)
Sat 4:00 pm (TOON)
Sat 7:00 pm (TREK)
Sun 1:00 pm (ANIME)
Sun 8:30 pm (MAIN)
Mon 10:00 am (ANIME)

Mike Mignola

Comics Artist Alley
Fri 10:00 am (COMX)
Fri 5:30 pm (DFH)
Sat 7:00 pm (DFH)
Sun 1:00 pm (DFH)

Kara Mikos

Sat 8:30 pm (EFF)
Sun 7:00 pm (EFF)

Rebecca Moesta

Fri 4:00 pm (READ)
Sat 11:30 am (AUTO)
Sat 1:00 pm (WRIT)
Sat 7:00 pm (MAIN)
Sun 5:30 pm (WRIT)

Jason Momoa

Walk of Fame
Sat 4:00 pm (SGM)
Sun 2:30 pm (SGM)
Mon 10:00 am (SGM)

Anthony Montgomery

Walk of Fame
Fri 1:00 pm (TREK)
Sun 10:00 am (TREK)
Sun 4:00 pm (TREK)
Mon 1:00 pm (TREK)

James A. Moore

Fri 11:30 am (WRIT)
Sat 2:30 pm (DFH)
Sat 4:00 pm (WRIT)
Sun 1:00 pm (WU)
Sun 2:30 pm (DFH)
Mon 1:00 pm (WRIT)
Mon 4:00 pm (WRIT)

Tony Moran

Walk of Fame
Mon 10:00 am (MAIN)

Sharon Morgan

Fri 11:30 am (CSTM)
Fri 2:30 pm (CSTM)
Sat 1:00 pm (CSTM)
Sat 7:00 pm (CSTM)
Sun 2:30 pm (CSTM)

Eric Morin

Comics Artist Alley
Mon 4:00 pm (COMX)

Tracy S. Morris

Sun 11:30 am (X)
Sun 7:00 pm (SFLIT)

Dean Motter

Comics Artist Alley
Mon 10:00 am (COMX)
Mon 11:30 am (BRIT)

Chris Mueller

Fri 11:30 am (CSTM)
Fri 1:00 pm (CSTM)
Fri 2:30 pm (CSTM)
Sat 5:30 pm (CSTM)
Sat 7:00 pm (CSTM)
Sun 10:00 am (CSTM)
Sun 1:00 pm (CSTM)
Sun 5:30 pm (CSTM)

Kate Mulgrew

Walk of Fame
Fri 5:30 pm (TREK)
Sat 1:00 pm (TREK)
Sun 11:30 am (TREK)

Sabutai Musashi

Fri 7:00 pm (SILK)
Sun 2:30 pm (SILK)

N**Ted Naifeh**

Comics Artist Alley
Fri 11:30 pm (YA)
Sat 1:00 pm (DFH)

Michael Nankin

Fri 8:30 pm (WRIT)

Scott Nicholson

Fri 4:00 pm (DFH)
Fri 5:30 pm (READ)
Sat 2:30 pm (YA)
Sun 11:30 am (DFH)
Mon 10:00 am (AUTO)

Joe Nickell

Fri 1:00 pm (SKEP)
Fri 5:30 pm (SKEP)
Sat 7:00 pm (SKEP)
Sun 8:30 pm (SKEP)

Leonard Nimoy

Walk of Fame
Fri 10:00 am (TREK)
Sat 4:00 pm (TREK)
Sat 7:00 pm (MAIN)
Sun 10:00 am (MAIN)

Steven Novella

Fri 4:00 pm (SCI)
Fri 8:30 pm (SKEP)
Sun 1:00 pm (SKEP)
Sun 2:30 pm (SKEP)
Mon 1:00 pm (SCI)
Mon 4:00 pm (SKEP)

Philip Nutman

Sat 2:30 pm (DFH)
Sat 5:30 pm (DFH)
Sun 2:30 pm (DFH)
Mon 11:30 am (WRIT)
Mon 1:00 pm (WRIT)
Mon 2:30 pm (WRIT)

Jody Lynn Nye

Fri 4:00 pm (WEYR)
Sat 1:00 pm (WEYR)

Sat 2:30 pm (AUTO)
Sat 4:00 pm (WEYR)
Sat 5:30 pm (WEYR)
Sat 7:00 pm (MAIN)
Sun 10:00 am (SFLIT)
Sun 11:30 am (WEYR)
Sun 1:00 pm (BRIT)
Sun 5:30 pm (WEYR)
Sun 8:30 pm (WRIT)

O**Kathie Olivas**

Comics Artist Alley
Sat 4:00 pm (COMX)
Sun 1:00 pm (COMX)

Jana Oliver

Fri 4:00 pm (READ)
Fri 8:30 pm (SFLIT)
Sat 5:30 pm (ALT)
Sun 1:00 pm (ALT)
Sun 4:00 pm (ALT)
Sun 5:30 pm (SFLIT)
Sun 10:00 pm (WRIT)
Mon 1:00 pm (ALT)

Edward James Olmos

Walk of Fame
Fri 10:00 am (AMSF)
Sat 11:30 am (AMSF)
Sun 5:30 pm (AMSF)
Mon 11:30 am (AMSF)

Nils Onsager

Fri 2:30 pm (MAIN)
Fri 9:00 pm (MAIN)
Sun 7:00 pm (MAIN)

Heather Osborn

Sat 5:30 pm (MAIN)
Sun 10:00 am (DFH)
Sun 11:30 am (X)
Mon 11:30 am (DFH)

Terri Osborne

Fri 5:30 pm (SFLIT)
Fri 8:30 pm (SFLIT)

Sat 10:00 am (BRIT)
Sat 11:30 am (WRIT)
Sun 10:00 am (SFLT)

P

Jaime Paglia

Sat 2:30 pm (AMSF)
Sat 10:00 pm (SPACE)

James Palmer

Fri 8:30 pm (CLSF)
Sat 11:30 am (SFLT)
Sat 1:00 pm (SFLT)
Sat 4:00 pm (CLSF)
Sat 7:00 pm (SFLT)
Sat 8:30 pm (SFLT)
Sat 10:00 pm (SFLT)
Sun 10:00 am (SFLT)
Sun 2:30 pm (CLSF)

Jason Palmer

Comics Artist Alley
Sun 5:30 pm (COMX)

Jimmy Palmiotti

Comics Artist Alley
Sat 1:00 pm (COMX)
Mon 10:00 am (COMX)

Pandora Celtica

Thu 7:30 pm (LIVE)
Fri 4:00 pm (FILK)
Sat 6:30 pm (CONC)
Sat 7:00 pm (FILK)

Alex Pardee

Sat 5:30 pm (COMX)

Dustin Pari

Walk of Fame
Fri 7:00 pm (X)
Sat 11:30 am (X)
Sun 11:30 am (X)

Craig Parker

Walk of Fame
Sat 1:00 pm (TOLK)
Sun 7:00 pm (TOLK)
Mon 2:30 pm (AMSF)

Teresa Patterson

Sat 10:00 am (WRIT)
Sat 5:30 pm (CSTM)
Sun 4:00 pm (CSTM)

Lars Pearson

Fri 4:00 pm (BRIT)
Sat 10:00 am (BRIT)
Sat 5:30 pm (BRIT)
Sun 1:00 pm (WU)

Carlos Pedraza

Fri 4:00 pm (TREK)
Fri 7:00 pm (TREK)
Fri 8:30 pm (WRIT)
Sat 7:00 pm (TREK)
Sat 8:30 pm (TREK)

Mary Jo Pehl

Fri 8:30 pm (MAIN)
Sat 2:30 pm (MAIN)
Sat 4:00 pm (MAIN)
Sat 10:00 pm (MAIN)

Bob Pendarvis

Comics Artist Alley
Sun 4:00 pm (CSTM)

George Perez

Comics Artist Alley
Fri 1:00 pm (COMX)
Sun 2:30 pm (COMX)
Sun 8:30 pm (MAIN)

Brandt Peters

Comics Artist Alley
Fri 8:30 pm (COMX)
Sat 4:00 pm (COMX)
Sun 4:00 pm (COMX)

Phil Plait

Fri 1:00 pm (SKEP)
Sat 10:00 am (SKEP)
Sat 7:00 pm (SKEP)
Sat 10:00 pm (SPACE)
Sun 10:00 am (SKEP)
Sun 11:30 am (SKEP)
Sun 2:30 pm (SKEP)
Sun 4:00 pm (READ)

Mon 10:00 am (AUTO)
Mon 2:30 pm (SKEP)
Mon 4:00 pm (SKEP)

Van Allen Plexico

Fri 1:00 pm (COMX)
Fri 2:30 pm (SFLT)
Fri 5:30 pm (COMX)
Fri 7:00 pm (SFLT)
Fri 8:30 pm (SFLT)
Sat 11:30 am (SFLT)
Sat 4:00 pm (SFLT)
Sun 1:00 pm (READ)
Sun 2:30 pm (CLSF)
Sun 4:00 pm (ALT)
Sun 7:00 pm (SFLT)
Sun 8:30 pm (SFLT)
Sun 10:00 pm (SFLT)
Mon 11:30 am (CLSF)
Mon 1:00 pm (SFLT)
Mon 2:30 pm (SFLT)

Ken Plume

Fri 10:00 am (MAIN)
Fri 11:30 am (MAIN)
Fri 1:00 pm (BRIT)
Fri 4:00 pm (MAIN)
Fri 8:30 pm (MAIN)
Sat 1:00 pm (TOON)
Sat 2:30 pm (MAIN)
Sat 4:00 pm (BRIT)
Sat 5:30 pm (MAIN)
Sat 10:00 pm (MAIN)
Sun 1:00 pm (MAIN)
Sun 4:00 pm (X)
Sun 7:00 pm (TOON)
Mon 2:30 pm (X)

Lynnette Porter

Fri 1:00 pm (TOLK)
Sat 2:30 pm (TOLK)
Sun 7:00 pm (TOLK)
Mon 11:30 am (TOLK)
Mon 1:00 pm (AUTO)

Eric Powell

Comics Artist Alley
Sat 10:00 pm (COMX)

Jeff Preston

Comics Artist Alley
Mon 11:30 am (COMX)

Cherie Priest

Fri 1:00 pm (ALT)
Fri 2:30 pm (WRIT)
Fri 4:00 pm (DFH)
Sat 11:30 am (ALT)
Sat 2:30 pm (DFH)
Sat 5:30 pm (DFH)
Sun 11:30 am (DFH)

David Prowse

Walk of Fame
Fri 11:30 am (MAIN)
Sat 4:00 pm (SW)
Sun 7:00 pm (SW)

Jackson Publick

Sat 1:00 pm (TOON)
Sat 2:30 pm (TOON)
Sat 10:00 pm (MAIN)

Brian Pulido

Comics Artist Alley
Mon 10:00 am (COMX)

R

Benjamin Radford

Fri 1:00 pm (SKEP)
Sat 4:00 pm (SKEP)
Sun 8:30 pm (SKEP)
Mon 4:00 pm (SKEP)

Gary Raisor

Sat 8:30 pm (WRIT)
Mon 1:00 pm (WRIT)
Mon 4:00 pm (WRIT)

Humberto Ramos

Comics Artist Alley
Sat 1:00 pm (COMX)

Rodney Ramos

Comics Artist Alley
Fri 5:30 pm (COMX)

Stephen W. Ramsden

Fri 11:30 am (SPACE)
Sat 11:30 am (SPACE)
Sun 11:30 am (SPACE)
Mon 10:00 am (SPACE)
Mon 11:30 am (SPACE)

Trina Ray

Fri 2:30 pm (SPACE)
Sat 4:00 pm (SPACE)
Sat 8:30 pm (SPACE)
Sun 10:00 am (SPACE)

David Reddick

Comics Artist Alley
Fri 4:00 pm (COMX)
Fri 7:00 pm (TREK)
Sat 10:00 am (COMX)

Barry Reese

Sat 11:30 am (SFLT)

Mike Resnick

Fri 1:00 pm (READ)
Fri 2:30 pm (AUTO)
Fri 6:30 pm (MAIN)
Sat 5:30 pm (SFLT)
Sat 7:00 pm (MAIN)
Sun 10:00 am (SFLT)
Sun 8:30 pm (WRIT)

Kat Richardson

Fri 4:00 pm (DFH)
Fri 7:00 pm (SKEP)
Fri 8:30 pm (DFH)
Sat 4:00 pm (READ)
Sun 11:30 am (X)
Sun 7:00 pm (DFH)
Sun 8:30 pm (DFH)
Mon 1:00 pm (DFH)

John D. Ringo

Fri 2:30 pm (AR)
Fri 4:00 pm (READ)
Fri 9:00 pm (MAIN)

Sat 10:00 am (WRIT)
Sat 7:00 pm (MAIN)
Sat 9:00 pm (CSTM)
Sun 1:00 pm (AUTO)
Sun 4:00 pm (SFLT)
Sun 8:30 pm (WRIT)
Mon 11:30 am (SFLT)

Eric Roberts

Walk of Fame
Fri 4:00 pm (BRIT)
Sat 4:00 pm (COMX)
Sun 7:00 pm (WRIT)

Louis John Robinson

Fri 2:30 pm (BRIT)
Sun 11:30 am (BRIT)
Sun 7:00 pm (BRIT)

Rogue

Fri 7:00 pm (DFH)
Sun 12:00 am (LIVE)
Sun 8:30 pm (DFH)
Mon 1:00 pm (DFH)

Cristine Rose

Walk of Fame
Fri 2:30 pm (AMSF)
Sun 1:00 pm (AMSF)

Selina Rosen

Sat 11:30 am (READ)
Sat 2:30 pm (AR)
Sun 10:00 am (AUTO)
Sun 4:00 pm (AR)

Alan Ruck

Walk of Fame
Fri 11:30 am (CLSF)
Sat 5:30 pm (X)
Sun 4:00 pm (TREK)
Mon 11:30 am (TREK)

Tony Ruggiero

Fri 10:00 pm (WRIT)

Andy Runton

Comics Artist Alley
Fri 11:30 pm (YA)

Chris Ryniak
Comics Artist Alley
Sat 5:30 pm (COMX)

S

Mike Sakuta
Fri 8:30 pm (CSTM)
Sat 11:30 am (MAIN)

Steve Sansweet
Fri 5:30 pm (SW)
Sat 4:00 pm (SW)
Sun 4:00 pm (SW)

Richard Saunders
Sat 5:30 pm (SKEP)
Sat 8:30 pm (SKEP)
Sun 10:00 am (SILK)
Sun 11:30 am (SILK)
Mon 11:30 am (SILK)

Adam Savage
Sat 5:30 pm (MAIN)
Sat 10:00 pm (MAIN)
Sun 11:30 am (SKEP)
Sun 1:00 pm (AUTO)
Sun 4:00 pm (X)

John Schneider
Walk of Fame
Fri 1:00 pm (CLSF)
Sat 10:00 am (MAIN)
Sun 10:00 am (AMSF)

Jason Schneiderman
Fri 4:00 pm (SCI)
Sat 2:30 pm (SFLIT)
Sat 4:00 pm (SCI)
Sat 7:00 pm (SCI)
Sat 8:30 pm (SCI)

Dwight Schultz
Walk of Fame
Fri 2:30 pm (CLSF)
Sun 4:00 pm (TREK)
Mon 11:30 am (TREK)

Randal L. Schwartz
Fri 1:00 pm (EFF)
Sat 7:00 pm (EFF)
Sun 10:00 pm (EFF)

Tracy Scoggins
Walk of Fame
Sat 1:00 pm (MAIN)
Sun 10:00 am (MAIN)

Eugenie C Scott
Fri 1:00 pm (SKEP)
Sat 10:00 am (SKEP)
Sun 4:00 pm (SCI)
Sun 5:30 pm (SKEP)
Mon 4:00 pm (SKEP)

Steve Scott
Sun 10:00 am (COMX)
Sun 2:30 pm (COMX)

ScottC
Fri 2:30 pm (X)
Sun 4:00 pm (X)
Sun 7:00 pm (AR)
Mon 2:30 pm (X)

Stephen H Segal
Fri 1:00 pm (WRIT)
Sat 11:30 am (SFLIT)
Sat 10:00 pm (X)
Sun 10:00 am (WRIT)
Sun 2:30 pm (DFH)
Sun 5:30 pm (DFH)
Mon 1:00 pm (DFH)

Bob Self
Sat 5:30 pm (COMX)

William Shatner
Walk of Fame
Fri 10:00 am (TREK)

Sean H Shaw
Comics Artist Alley
Mon 1:00 pm (COMX)

Joseph Sherman
Fri 5:30 pm (SFLIT)
Sat 4:00 pm (WRIT)
Sat 7:00 pm (MAIN)

Sun 5:30 pm (AUTO)
Sun 10:00 pm (WRIT)

Dr. Seth Shostak
Fri 8:30 pm (SPACE)
Sat 10:00 am (SKEP)
Sat 2:30 pm (SPACE)
Sat 7:00 pm (SKEP)
Sun 10:00 am (SKEP)
Sun 1:00 pm (SCI)
Sun 2:30 pm (POD)

Scott Sigler
Fri 1:00 pm (POD)
Fri 2:30 pm (POD)
Fri 7:00 pm (SKEP)
Sat 1:00 pm (AR)
Sat 2:30 pm (POD)
Sat 7:00 pm (POD)
Sun 11:30 am (SKEP)
Sun 2:30 pm (EFF)
Sun 8:30 pm (WRIT)

Bradley H Sinor
Fri 2:30 pm (AUTO)
Sat 7:00 pm (MAIN)

Susan Sizemore
Sat 11:30 am (DFH)
Sat 4:00 pm (WRIT)
Sat 7:00 pm (MAIN)
Sun 10:00 am (DFH)
Sun 11:30 am (READ)
Sun 2:30 pm (AUTO)

Sket One
Fri 8:30 pm (COMX)

Helen Slater
Walk of Fame
Fri 10:00 am (COMX)
Sat 11:30 am (CLSF)
Sun 10:00 am (AMSF)

Dave Slusher
Fri 1:00 pm (POD)
Sat 2:30 pm (POD)
Sun 10:00 pm (POD)
Mon 1:00 pm (POD)

Fr. Bryan Small
Sat 2:30 pm (AR)
Sat 4:00 pm (X)
Mon 1:00 pm (X)

Alison Michelle Smith
Sat 1:00 pm (SKEP)
Sun 3:30 pm (SKEP)

Tom Smith
Fri 8:30 pm (FILK)
Sat 7:00 pm (MAIN)
Sat 10:00 pm (FILK)
Sun 3:30 pm (CONC)
Sun 7:00 pm (FILK)

John C. Snider
Fri 7:00 pm (TREK)
Sat 10:00 am (AMSF)
Sat 11:30 am (SKEP)
Sun 10:00 am (WRIT)

Dana Snyder
Fri 11:30 am (MAIN)
Fri 2:30 pm (TOON)
Fri 4:00 pm (TOON)
Fri 5:30 pm (TOON)
Sat 10:00 pm (MAIN)
Sun 11:30 am (TOON)
Sun 4:00 pm (X)

Spider Lilies
Thu 10:00 pm (LIVE)
Sun 6:30 pm (CONC)

Jennifer St. Giles
Fri 1:00 pm (AUTO)
Sun 11:30 am (X)
Mon 10:00 am (WRIT)

Michael Stackpole
Fri 1:00 pm (WWS)
Fri 2:30 pm (POD)
Fri 4:00 pm (WWS)
Fri 7:00 pm (SKEP)
Sat 1:00 pm (WWS)
Sat 2:30 pm (POD)
Sat 4:00 pm (WWS)
Sat 7:00 pm (MAIN)

Sun 11:30 am (AUTO)
Sun 2:30 pm (WWS)
Sun 4:00 pm (WWS)
Mon 10:00 am (WRIT)
Mon 1:00 pm (WWS)

Cat Staggs
Comics Artist Alley
Fri 2:30 pm (COMX)
Sun 9:30 am (ART)
Sun 4:00 pm (ART)

Rev. Ivan Stang
Sat 11:30 am (SCI)
Sun 10:00 pm (SCI)

Kim Steadman
Fri 10:00 am (SPACE)
Fri 2:30 pm (SPACE)
Sat 8:30 pm (SPACE)
Mon 1:00 pm (SPACE)

Jeanne C. Stein
Fri 7:00 pm (SFLIT)
Sat 5:30 pm (DFH)
Sun 10:00 am (DFH)
Sun 7:00 pm (DFH)
Sun 8:30 pm (DFH)
Mon 11:30 am (DFH)

Aimee Major Steinberger
Fri 4:00 pm (ALT)
Sat 1:00 pm (AUTO)
Sat 5:30 pm (CSTM)
Sat 7:00 pm (TOON)

Rick Sternbach
Fri 2:30 pm (TREK)
Fri 7:00 pm (TREK)
Sat 2:30 pm (ART)
Sat 8:30 pm (ART)
Sun 2:30 pm (ART)

Paul Stevens
Fri 4:00 pm (SFLIT)
Fri 10:00 pm (WRIT)
Sat 5:30 pm (MAIN)
Sat 7:00 pm (MAIN)

Patrick Stewart
Walk of Fame
Sat 1:00 pm (TREK)
Sun 1:00 pm (TREK)

Maggie Stiefvater
Sat 11:30 am (READ)
Sat 8:30 pm (YA)
Sun 11:30 am (AUTO)

S. M. Stirling
Fri 2:30 pm (AR)
Sat 1:00 pm (ALT)
Sat 4:00 pm (WEYR)
Sat 5:30 pm (ALT)
Sat 7:00 pm (MAIN)
Sun 11:30 am (AR)
Sun 1:00 pm (AUTO)
Sun 5:30 pm (SFLIT)
Mon 10:00 am (WRIT)

Karl Story
Fri 5:30 pm (COMX)

William Stout
Sun 7:00 pm (MAIN)

Gillian Summers
Sat 10:00 am (WRIT)
Sat 10:00 am (WRIT)
Sat 8:30 pm (YA)
Sun 11:30 am (WRIT)

Laurie S. Sutton
Fri 7:00 pm (TREK)

Kristy Swanson
Walk of Fame
Fri 1:00 pm (WU)
Sat 5:30 pm (WU)
Sun 2:30 pm (WU)
Mon 10:00 am (WU)

T

Tom Taggart

Comics Artist Alley
Mon 4:00 pm (COMX)

Dave Tango

Walk of Fame
Fri 7:00 pm (X)
Sat 11:30 am (X)
Sun 11:30 am (X)
Mon 10:00 am (X)

Jonathan Tarbox

Fri 1:00 pm (ANIME)
Sat 7:00 pm (MAIN)
Sun 10:00 am (ANIME)
Sun 4:00 pm (ANIME)
Mon 1:00 pm (ANIME)
Mon 2:30 pm (ANIME)

Anthony Taylor

Fri 4:00 pm (AUTO)
Sun 2:30 pm (BRIT)
Sun 4:00 pm (BRIT)
Sun 7:00 pm (CLSF)
Mon 11:30 am (BRIT)
Mon 2:30 pm (CLSF)

Sean Taylor

Comics Artist Alley
Sat 10:00 am (COMX)
Sun 10:00 am (READ)
Mon 10:00 am (COMX)
Mon 4:00 pm (COMX)

Three Quarter Ale

Thu 7:30 pm (LIVE)
Fri 6:30 pm (CONC)

Toy Baroness

Fri 8:30 pm (COMX)

Tiffany Trent

Fri 2:30 pm (WRIT)
Sat 1:00 pm (DFH)
Sat 7:00 pm (ALT)

Michael Trucco

Walk of Fame
Fri 4:00 pm (AMSF)
Sat 11:30 am (AMSF)
Sun 5:30 pm (AMSF)
Mon 11:30 am (AMSF)

J. M. Tuffley

Fri 2:30 pm (X)
Sat 1:00 pm (BRIT)
Sat 10:00 pm (MAIN)
Sun 11:30 am (BRIT)
Sun 4:00 pm (BRIT)

Clifton Tunnell

Fri 1:00 pm (EFF)

Lani John Tupu

Walk of Fame
Fri 1:00 pm (MAIN)
Sat 5:30 pm (AMSF)
Sun 11:30 am (AMSF)
Mon 10:00 am (AMSF)

V

Wayne Vansant

Comics Artist Alley
Sat 2:30 pm (ALT)
Sun 2:30 pm (COMX)

Denise Vasquez

Comics Artist Alley
Fri 2:30 pm (COMX)
Sat 10:00 am (COMX)
Mon 11:30 am (MAIN)

Kate Vernon

Walk of Fame
Fri 4:00 pm (AMSF)
Sat 11:30 am (AMSF)
Sun 5:30 pm (AMSF)
Mon 11:30 am (TREK)

Dexter Vines

Fri 5:30 pm (COMX)

Voltaire

Thu 11:30 pm (LIVE)
Sat 1:00 am (FILM)

Sat 11:30 am (FILM)
Sat 4:00 pm (FILM)
Sat 5:30 pm (DFH)
Sun 1:30 am (LIVE)
Sun 1:00 pm (DFH)

W

Jeffrey Joseph Wagg

Fri 1:00 pm (SKEP)
Sat 10:00 am (SKEP)
Sun 2:30 pm (SKEP)
Mon 4:00 pm (SKEP)

Doug Wagner

Mon 10:00 am (COMX)

Kelly O. Wallace

Fri 4:00 pm (EFF)
Sat 11:30 am (EFF)

Widgett Walls

Fri 10:00 am (MAIN)
Fri 2:30 pm (X)
Fri 4:00 pm (AR)
Fri 5:30 pm (BRIT)
Fri 7:00 pm (BRIT)
Sat 11:30 am (AR)
Sat 1:00 pm (BRIT)
Sat 4:00 pm (READ)
Sat 10:00 pm (MAIN)
Sun 4:00 pm (X)
Sun 7:00 pm (AR)
Mon 2:30 pm (X)

Garrett Wang

Walk of Fame
Fri 5:30 pm (TREK)
Sat 5:30 pm (TREK)
Sun 4:00 pm (TREK)
Mon 2:30 pm (TREK)

Jean Marie Ward

Sat 1:00 pm (SFLIT)
Sat 4:00 pm (SFLIT)
Sun 10:00 am (SFLIT)
Sun 2:30 pm (SFLIT)
Sun 7:00 pm (SFLIT)

Sun 10:00 pm (SFLIT)
Mon 11:30 am (DFH)
Mon 1:00 pm (DFH)

Graham Watkins

Fri 10:00 pm (DFH)
Sat 10:00 pm (X)
Sun 11:30 am (X)
Sun 1:00 pm (X)

Rebecca Watson

Sat 2:30 pm (SKEP)
Sun 11:30 am (SKEP)
Sun 1:00 pm (SKEP)
Sun 2:30 pm (AR)
Mon 2:30 pm (SKEP)
Mon 4:00 pm (SKEP)

WEEP

Sat 12:00 am (LIVE)

Toni Weisskopf

Fri 4:00 pm (SFLIT)
Fri 5:30 pm (WRIT)
Fri 9:00 pm (MAIN)
Sat 1:00 pm (WRIT)
Sat 2:30 pm (SFLIT)
Sat 4:00 pm (WEYR)
Sat 7:00 pm (MAIN)
Sun 10:00 am (WRIT)
Sun 7:00 pm (MAIN)

Mark I. West

Fri 8:30 pm (YA)
Sun 11:30 am (WRIT)

M. B. Weston

Sat 2:30 pm (AR)
Sun 4:00 pm (READ)
Sun 8:30 pm (AR)
Mon 10:00 am (YA)
Mon 1:00 pm (AUTO)

Walter Jon Williams

Fri 2:30 pm (AR)
Fri 7:00 pm (WRIT)
Mon 11:30 am (AR)
Mon 1:00 pm (WRIT)

Whit Williams

Fri 2:30 pm (MAIN)
Fri 9:00 pm (MAIN)
Sun 7:00 pm (MAIN)

Michael Z. Williamson

Fri 1:00 pm (SFLIT)
Fri 2:30 pm (AR)
Sat 7:00 pm (MAIN)
Sun 10:00 am (AUTO)
Sun 4:00 pm (AR)
Sun 5:30 pm (SFLIT)
Sun 7:00 pm (MAIN)
Mon 11:30 am (AR)

C. L. Wilson

Sat 8:30 pm (WRIT)
Mon 2:30 pm (WRIT)

Grant Wilson

Walk of Fame
Fri 7:00 pm (X)
Sat 11:30 am (X)
Sun 11:30 am (X)
Mon 10:00 am (X)

Renee Witterstaetter

Comics Artist Alley
Sat 10:00 am (COMX)

Gene Wolfe

Fri 11:30 am (WRIT)
Fri 2:30 pm (WRIT)
Sat 1:00 pm (WRIT)
Sat 7:00 pm (MAIN)
Sun 11:30 am (SFLIT)
Sun 2:30 pm (AUTO)
Mon 11:30 am (SFLIT)

Matthew Wood

Sat 4:00 pm (SW)
Sun 7:00 pm (SW)

Janny Wurts

Fri 1:00 pm (READ)
Fri 2:30 pm (AUTO)
Sat 10:00 am (MAIN)
Sat 1:00 pm (WRIT)
Sat 4:00 pm (FILM)

Sat 7:00 pm (MAIN)
Sun 11:30 am (WEYR)
Sun 1:00 pm (WRIT)
Sun 2:30 pm (ART)
Sun 7:00 pm (MAIN)
Sun 10:00 pm (WRIT)

Y

Chelsea Quinn Yarbro

Fri 2:30 pm (AR)
Sat 4:00 pm (DFH)
Sat 7:00 pm (MAIN)
Sun 11:30 am (WEYR)
Sun 2:30 pm (WRIT)
Sun 4:00 pm (AUTO)
Sun 5:30 pm (DFH)
Mon 10:00 am (WRIT)

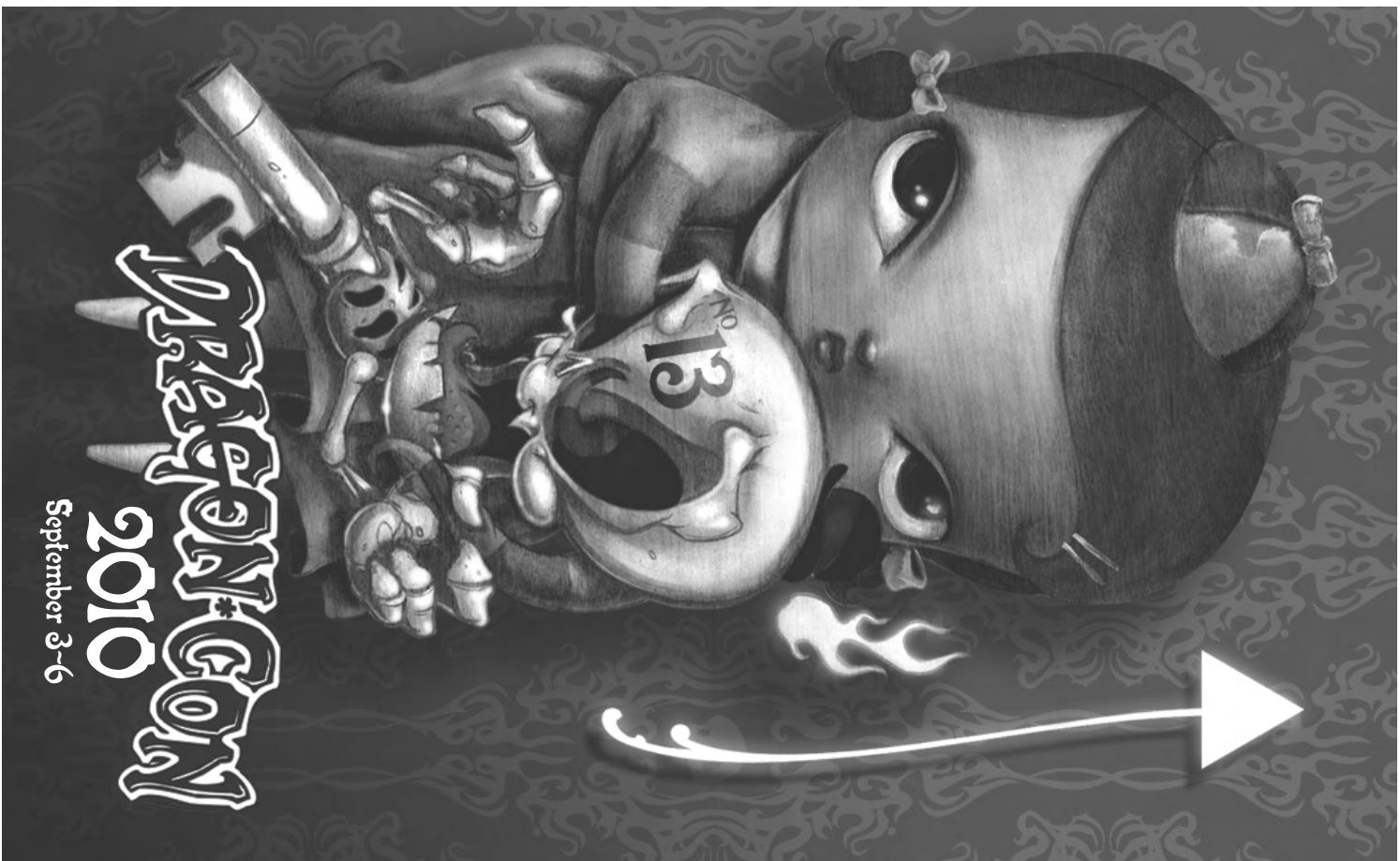
Z

Timothy Zahn

Fri 5:30 pm (SFLIT)
Fri 8:30 pm (POD)
Sat 1:00 pm (SW)
Sat 2:30 pm (WRIT)
Sat 4:00 pm (AUTO)
Sat 5:30 pm (YA)
Sat 7:00 pm (MAIN)
Sun 4:00 pm (SPACE)
Mon 1:00 pm (WRIT)

Fiona Zedde

Sat 11:30 am (DFH)



TRICK-OR-TREAT 2010

September 3-6